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COMMODORE SOLD!
Our agents investigate...

AMIGA POWER

A MAGAZINE WITH *ATTITUDE*

PHEEP! PHEEP!

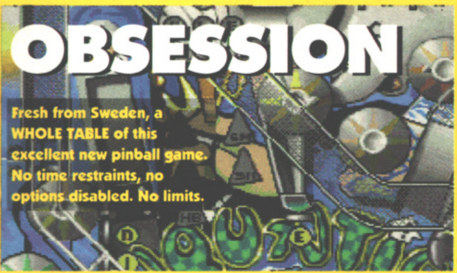
PHEEP!

9 pages of fearsome football fury!

YOURS WITH ISSUE 50 OF AMIGA POWER

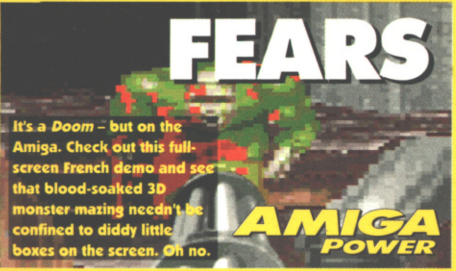
1

OBSESSION



Fresh from Sweden, a WHOLE TABLE of this excellent new pinball game. No time restraints, no options disabled. No limits.

FEARS



It's a *Doom* – but on the Amiga. Check out this full-screen French demo and see that blood-soaked 3D monster mazing needn't be confined to diddy little boxes on the screen. Oh no.

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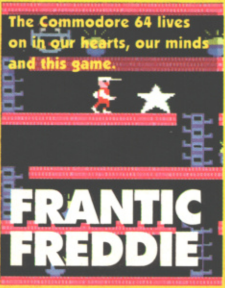
2

GRAVITY POWER

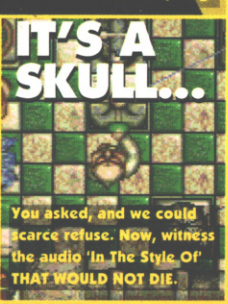
Gravity Force 2, the mightiest two-player game in the universe, lives on in a new and improved version created EXCLUSIVELY for AMIGA POWER readers. With more of everything!

FRANTIC FREDDIE



The Commodore 64 lives on in our hearts, our minds and this game.

IT'S A SKULL...



You asked, and we could scarce refuse. Now, witness the audio 'In The Style Of' THAT WOULD NOT DIE.

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Tony

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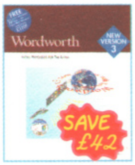

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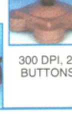

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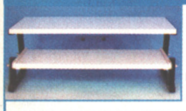

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AMIGA POWER
ISSUE 50 JUNE 1995

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But don't even THINK about phoning for game cheats of tips. Don't you think we've got better things to do than explain morphing death moves?

WHAT WE WANT TO KNOW IS…
What was PJ Hogan thinking about when he/she dropped the 'funny fat girl who likes Abba' storyline in favour of wheelchairs, suicides and dysfunctional families?

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ABC
Registered circulation
46,326
July-Dec 1994

THIS MONTH WE FOUND OUT THAT
We suddenly had an extra coffee cup.

Future Publishing 1995

REGULARS

8 NEWS
And yes! Commodore has finally been swallowed by a sprawling global business empire. But not the same one as ours. Read ahll abaht it.

60 COMPLETE CONTROL
The inept, the incompetent, the weak and the useless all queue up in the driving rain to touch the hem of Saint Rich of Pelley's game solution cloak. Be a believer.

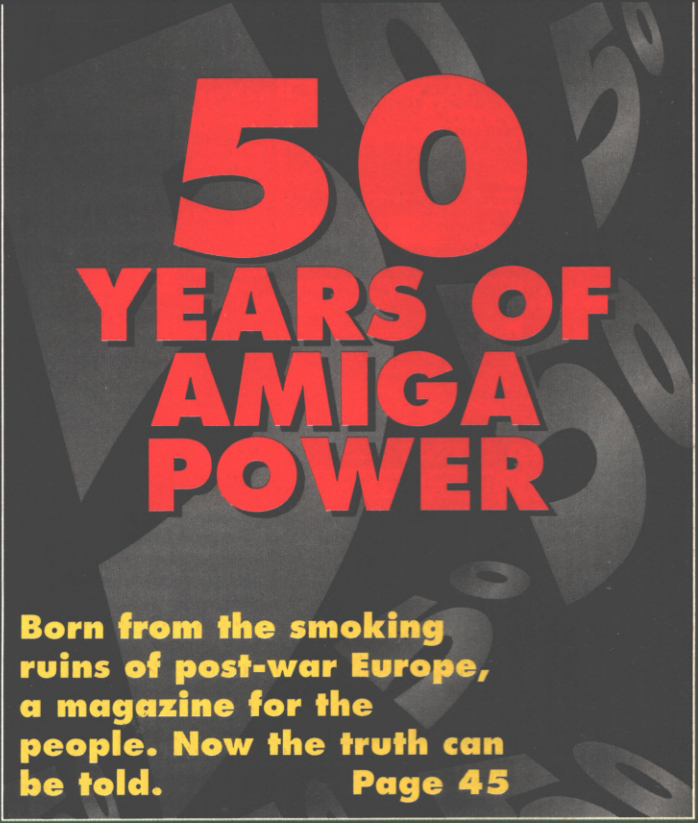
68 BACK ISSUES
Incredibly, after 50 years of AMIGA POWER, we're now getting to the point where back issues are genuinely in short supply. Order now, or regret it until the very day you die.

75 SUBSCRIPTIONS
The faceless corporation that owns us is like a giant, bloated baby, mewling and screaming for MORE. Feed it with your cash to cease its terrifying roar. And get AP of course.

80 LETTERS
Hilarious film and TV references, E-mails about Botswana, far too many capital letters and a short story about castles. Pretty much the same as any other month, really.

88 THE GARDEN THAT TIME FORGOT
Find a pen pal, trade your old console in, gape at dinosaurs and locate a classic game, all this and more in just two pages. Blimey, eh?

90 SPECIAL SQUAD
Movies of games overlook those quirks and oddities that make games so darned fun. We set the record straight with the script Hollywood will ignore AT THEIR PERIL.

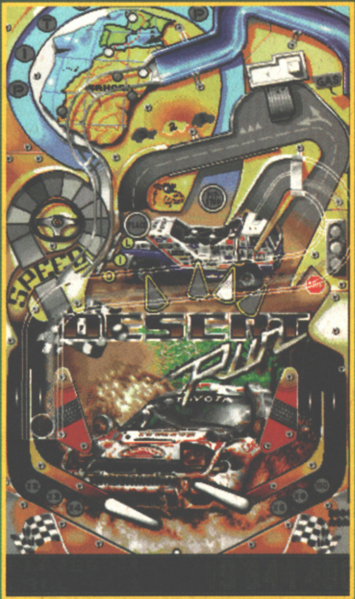


50 YEARS OF AMIGA POWER

Born from the smoking ruins of post-war Europe, a magazine for the people. Now the truth can be told. Page 45

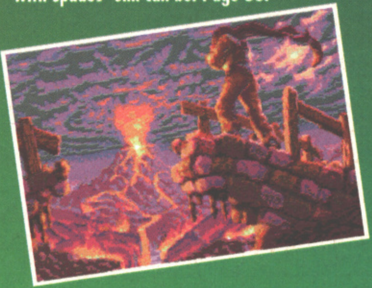
OBSESSION

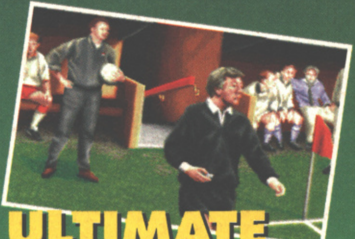
Pinball for the people. Halting the trend for A1200-only games comes four smart tables from Sweden. Page 28



EXTRACTORS

The sequel to the first CD32-specific game slips almost unnoticed into the shops. We find out exactly how much fun a 'digging holes with spades' sim can be. Page 36.





ULTIMATE SOCCER MANAGER

Before the season rushes to a close, and football haters are mercifully given a few months' respite, we pack in two (count 'em!) more management sims. One's on page 40.

SUE WOULD JUST LIKE TO SAY: "I can see clearly now…"

CAM WOULD JUST LIKE TO SAY: "Why not just sell the house in Reading?"

JONATHAN WOULD JUST LIKE TO SAY: "I don't even like garlic. And I've never even been to Belgium."

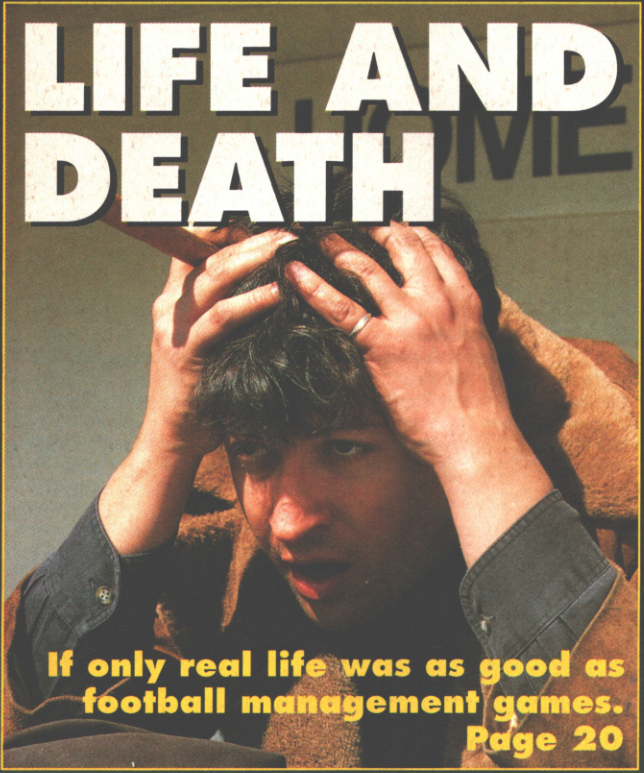
STEVE F WOULD JUST LIKE TO SAY: "Vote Anarchist."

THE SECRET WORD WOULD JUST LIKE TO SAY: "Entheomania."

OVER 16

PERCENT FEWER STAFF NEXT MONTH.

LIFE AND DEATH



If only real life was as good as football management games. Page 20

WIN £300!

Grab a grubby envelope stuffed with used notes. Page 54

REVIEWED THIS ISSUE

JUNE 1995

FULL-PRICE

Bloodnet A500+ ---34
Extractors ---36
Obsession ---28
Ruffian ---38
Tactical Manager 2 ---42
Tower of Souls ---32
Ultimate Soccer Manager ---40

PD

Cybergames ---76
Dr Strange 2 ---76
Pengo ---77
Poker Mania ---77
Scavenge ---77

BUDGETS

Indy Jones, Fate of Atlantis --71
King's Quest 5 ---71
Red Baron ---70
Syndicate ---70

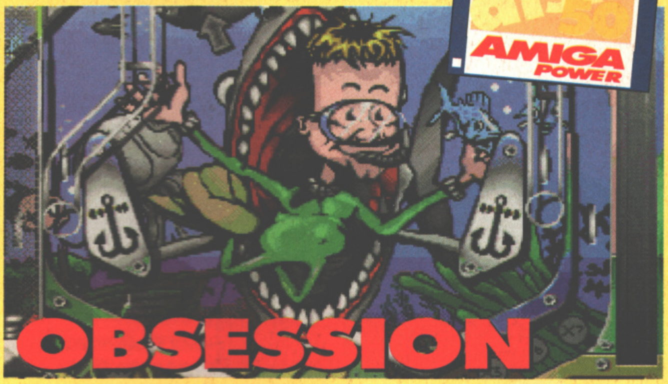
NICK INGRAMS WOULD JUST LIKE TO SAY: "Oh, you guys." **PAUL WOULD JUST LIKE TO SAY:** "Don't forget the 'H'."

JONATHAN NASH WOULD JUST LIKE TO SAY: "With their rootin' tootin' hootin' footin' high-falutin' noisy shootin'."

disk 50

Each and every month, we ask for cool black disks to adorn each issue, yet for the 50th time, we get the dull blue ones. They tell us it's because the fun and the excitement are stored on the inside. And not that the black ones cost four pence more. Oh no.

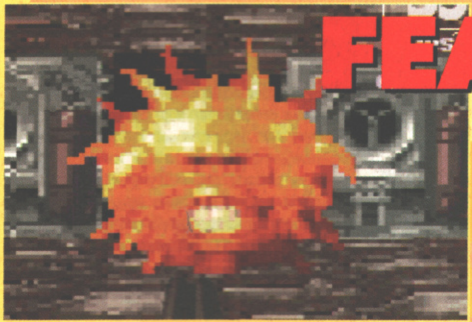
INTRODUCING DISK 50



OBSESSION

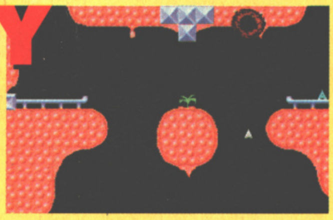
Expect nothing short of greatness from AMIGA POWER. Appear unimpressed as we present a full table of *Obsession*, without time restrictions and five (count 'em!) balls.

FEARS



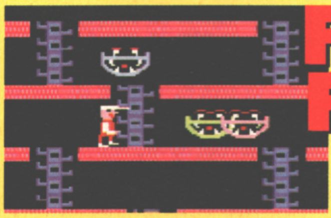
Expect nothing short of absolute perfection from AMIGA POWER. Witness the first full screen *Doom* clone for your A1200 in this big-level demo, then just shrug your shoulders like it was nothing great.

GRAVITY POWER



Expect nothing short of classics on the AP coverdisks. Play the complete game we tweaked and polished. Just for you.

FRANTIC FREDDIE



Expect nostalgia as well as innovation from AP. The years slip away and the clocks run backwards with this C64 classic platformer.

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, chuck it in an envelope along with an explanatory letter and a padded self-addressed envelope (don't bother with a stamp), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 50, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, Corporal Badger Girl Bishi-Boshi will eat it.

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.

- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.

- An options menu will appear. Simply follow the instructions to load the game of your choice.

- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.

- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.

- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.

- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?

- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.

- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 50 Returns
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NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.

GRAVITY POWER

Strawberry sherberts have never been so big.

Beware of sticky bunnies bearing presents.

Authors: Jens Andersson and Jan Kronqvist

Couldn't find *Gravity Force 2* in PD libraries? Missed out on the AP39 coverdisk featuring this megalithic powerhouse of a game? Feeling a tad miffed/depressed/suicidal because we go on about it all the time but you haven't played it? Well, put down that Prozac/razor/shotgun, because your suffering is at an end.

Not content with just trotting out the same version, we've been in close consultation with Sweden's very own Jens and Jan for months now, and got them to improve on their already impossibly great game with suggestions, levels, features and special weapons from our own bottomless imaginations.

However, with all the special weapons and configurations, and all the 100+ (count 'em!) levels, and option screens to do just about everything, *Gravity Power* (the game previously known as *Gravity Force 2*) is a little confusing to find your way around, so here's a quick run through the menus:

TOURNAMENT – By setting up a two player tournament, you can play 'race' levels as battle games without having the time and lap number under each ship.

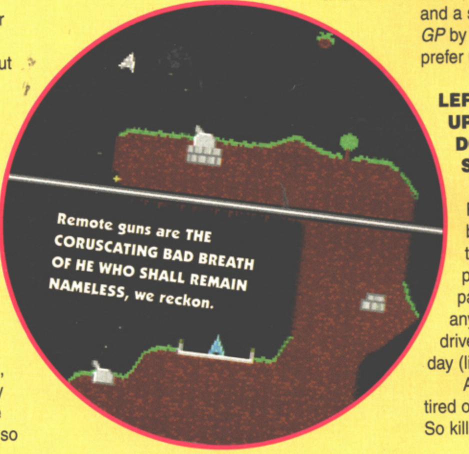
PREFERENCES – All the best bits to fiddle around with are here.

PLAYER PREFS – Alter the CANNON section to 'scattered' for shotgun effects, reduce the 'reload' time to minimum for a tremendous initial burst of fire (after which the gun overheats) and set it to 'triple' if you have problems hitting anything.

SHOT EFFECTS – Hardened *Gravity Power* players could try using 'low' recoil to make things trickier, but stay away from 'high' recoil. It's just too hard.

WORLD ATTRIBUTES – The 'shield' is already set on maximum, which is how we like it, although you could change it. You can also alter things like gravity and air resistance, but we wouldn't recommend it. If you like random bonus pods (we don't) you can add them to any level.

VIEW AND CONTROL – If you can't handle the 'smart' screen, then switch it back to 'split.' If you've got two Amigas and a serial link cable, feel the full might of *GP* by choosing the 'linkup' mode. If you prefer using the keyboard, the keys are:



Remote guns are THE CORUSCATING BAD BREATH OF HE WHO SHALL REMAIN NAMELESS, we reckon.

LEFT/ RIGHT Arrows – Rotate
UP ARROW/ SPACE – Cannon Fire
DOWN ARROW – Special Fire
SHIFT/ RETURN – Thrust

For details on the best levels, the best weapons and the most devious tactics, flick frantically through to page 62, where we've devoted two pages to the game we play more than any other. Install this on your hard drive (like we've done) and play it every day (like we do).

As the office motto goes – "If you're tired of *Gravity Power*, you're tired of life. So kill yourself."

FEARS

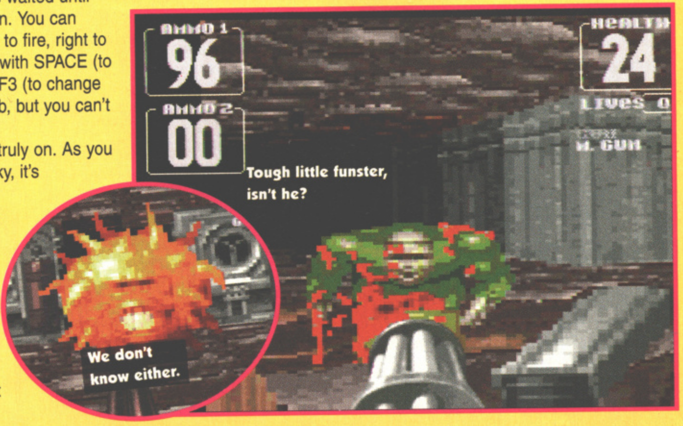
A1200 ONLY

Author: Manyk

It's *Doom* – but on the Amiga! And so on.

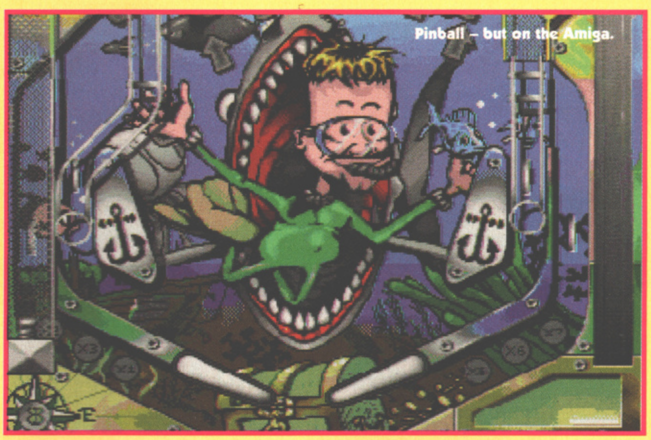
There's been a fairly feeble demo of *Fears* kicking around for a few months now, but we've waited until now for something playable and a bit fun. You can control it either with the mouse (left key to fire, right to move) or the arrow keys in conjunction with SPACE (to open doors), RETURN (to fire) and F1-F3 (to change weapons). There's a map screen on Tab, but you can't move while in this mode. Bah.

The *Doom* clone race is well and truly on. As you see, although this one looks a bit chunky, it's full-screen, got a great mini-gun with rotating barrels and is smooth and fast. If you compare this to *Alien Breed 3D* (better looking but small game window) and *Gloom* (medium-sized window and a tad chunky) then you can see the obvious link between window size and graphic resolution. At the end of the day though, we'd say the winner will be the one with the best level design. Let battle commence…



Tough little funster, isn't he?

We don't know either.


Pinball – but on the Amiga.

OBSESSION

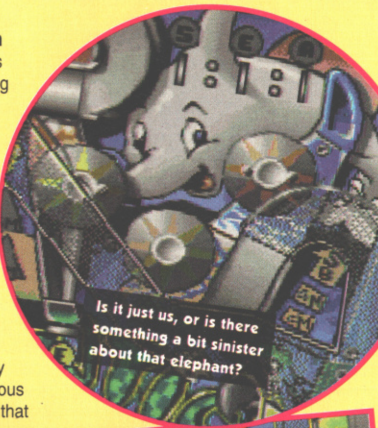
Author: Unique Development Sweden

First up, apologies to A500 owners who can't play this yet. (See the big chevroned box for further reasoning.) Next up, welcome to Unique Development, who've been fiddling around with Atari STs for a bit and have now sensibly turned to the Amiga.

It's a pinball game, so use the DOWN arrow to fire (holding it down until you get the required power rating), the left and right SHIFT keys for the flippers and SPACE to nudge.

Vitally important is the 'M' key which turns off the music. A gorgeous looking pinball table it may be, but that doesn't stop the atmospherics being the dacnomaniacal product of the Dark One's pointy wizards.

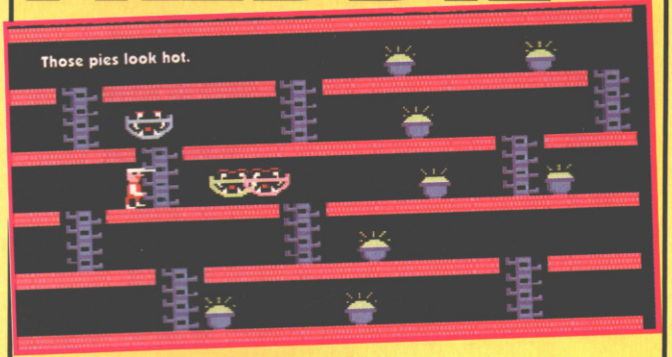
Oh, and at the start the flashing cursor just means the game's 'de-crunching'. So don't worry.


Is it just us, or is there something a bit sinister about that elephant?

Behind you!

Options galore, no time limit, five balls – play it! And thank us.

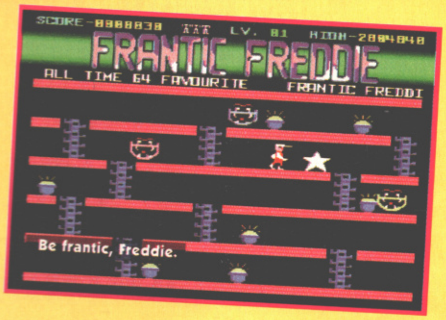
FRANTIC FREDDIE


Those pies look hot.

Author: Dr FX

Apparently, this used to be a top game on the Commodore 64. Apparently, this is a perfect conversion of the original, and, in its own little way, quite fun. Needless to say, the scrolling message was originally littered with the kind of obscene language that would have meant the issue being pulled from the shelves of newsagents around the world, but we've had it quite effectively 'funstered'.

Climb up one side of the poles, slide down the others, collect all the pies and avoid the baddies. Games genuinely were this simple in the good old days. And some would say better for it.



Be frantic, Freddie.

IN THE STYLE OF

Author: Paul Hamilton

Since we announced Paul's *Valhalla* In The Style Of a dance music track in AP48, we've had jeering letters and e-mails every day pointing out the existence of so-called Octamed modules mean that we could put the song on a coverdisk. Obviously, being the luddites we are, this came as news to us, which explains the delay between first announcing this entry and presenting it to you. We thought it was very funny indeed. So did Vulcan.

READ THIS EXTREMELY IMPORTANT BOX

Time stands still for no man, or computer for that matter, and the A500's certainly getting on a bit. Following a long line of curious behavioural patterns in our coverdisks due to the games being programmed on and developed for the A1200 come these quirks. Read them before sending anything back to Discopy, as we've sanctioned them to punish time-wasters and oxygen-thieves by replacing their roll-on deodorants with Marmite. Never let it be said that we suffer fools gladly.

OBSESSION – Although Unique Development swear blind (in Swedish mind you) that the finished *Obsession* will run on any Amiga, the demo they sent us won't run on the office A500. It's fine on A600s and even the A500+, and they're ever so sorry about it. Hopefully, they'll be able to come up with a patch to remedy this situation, which we'll slap on next month's disk.

GRAVITY POWER – On anything but an A1200, the game'll initially lock up at the Player 2 Name section. However, it just does this on the default level, so select any other level, and it'll then be fine. We can only assume it's some funny Scandinavian joke at our expense. Aha ha ha.

FRANTIC FREDDIE – A600? We don't think so.

TRUE STORIES

Tiptoeing stealthily amongst the rooftops, AP's shadowy agents peer through windows, listen at doors and rummage through dustbins for INFORMATION.

THE GERMANS HAVE IT

First Damon Hill's F1 championship title, then Rover, then the world's biggest-selling Amiga games magazine (rats), and now the Amiga itself.

It seems incredible, but the insufferably tedious sale-of-Commodore saga has finally reached a conclusion. The Amiga's proud new owners are a German PC manufacturer and retailer called Escom, who outmanoeuvred Commodore UK's management using their superior horsepower and dropped their $10 million payload into the laps of Commodore's creditors.

Although, to be honest, you'd probably forgotten about the whole thing months ago, hadn't you? AMIGA POWER rushed you news of Commodore's bankrupcy way back in AP38, and in the months that followed attempted to keep you updated on the Amiga's fate. But, although undoubtedly of great importance, the whole process became increasingly stagnant and dull as time went by. "There'll be a management buy-out within two weeks," Commodore kept promising us, but there never was. Prospective purchasers kept appearing, upping the stakes and disappearing. And the news stories got more and more repetitive. In the end we simply gave up, resolving to ignore the whole business until something actually happened.

Which it now finally has. And, while we'll spare you the unutterably dull legal wrangling which took place behind the scenes, the outcome is probably the best for all concerned, with Escom promising to continue developing the Amiga with their bulging financial muscle. The only real losers are Commodore's UK team, who were hoping to buy the

"Upping the stakes"

THE FUTURE OF THE AMIGA...

The Amiga does, after all, appear to have a future. AP's agile agents herein reveal Escom's plans:

THE A1200

Escom already have manufacturing facilties in China, and hastily-constructed production lines are even now spilling forth brand new A1200s. Machines should filter through to the shops within about three months, apparently.

THE CD32

Oh dear. Only the CHIRPING OF CRICKETS greets questions about Commodore's once-marvelled-at games console.

THE A600

Again, we must probably bid this one farewell.

THE... C64?

Yes. Curiously, there are plans to resurrect this 15-year-old geriatric (last spotted about two years ago in John Menzies for £20 including a tape recorder and a copy of *Terminator 2*) and sell it to Eastern Europe.

PC-COMPATIBLES

Ugh. While they'll be nothing to do with the Amiga, PCs taking advantage of the Commodore name are planned for Europe.

POWER PCs

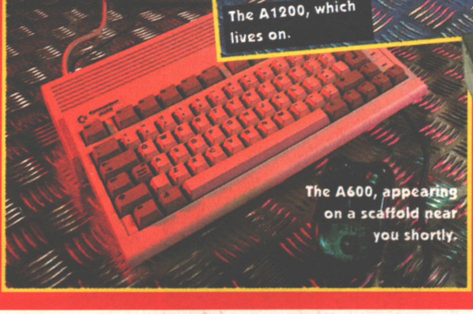
This is slightly better news. The 'Power PC chip' is currently used in the latest Apple Macintoshes and, as well as running programs written especially for it, is powerful enough to emulate the original Macintosh and the IBM PC at a workable speed. Escom are therefore talking to Motorola (makers of the 'Power PC chip' as well as the '68000 chip' used in current Amigas) about developing a, if you will, 'Power Amiga'. This could run Amiga games as well as Mac and PC ones. Better give them a few months to get it up and running, though, eh?

THE AAA CHIPSET

The 'AAA chipset' was being developed by Commodore to handle the graphics in the next range of Amigas, following on from the 'AGA chipset' used in the A1200. The design is supposed to be complete, although not yet tested, and when a Commodore UK buy-out looked to be on the cards a few months ago, rumours circulated of powerful new Amigas to be launched next year. These particular machines now look unlikely to appear, but Escom would be foolish to abandon the new technology (it's both faster and '24-bit'), and may use it in a future Power Amiga.

A 'Power PC chip'. We think.

The A1200, which lives on.


The A600, appearing on a scaffold near you shortly.

company themselves. Just before the sale finally went through they pulled out, saying it had all got a bit too rich for their blood. And actually, no-one was ever quite sure where they were planning to get the money from anyway.

So, with a mighty sigh of relief, we answer your questions about the Amiga and its new owners.

Will they keep making Amigas?
Escom wouldn't have spent $10 million on the Amiga if they were planning simply to throw it away and carry on making PCs. There's unquestionably still a market for affordable home computers like the Amiga (rather than farcically over-complicated, over-expensive ones like the PC), and Escom seem to be one of the few companies to realise this. We attempt to uncover their plans for the Amiga elsewhere on these pages.

But won't the same thing just happen all over again?
So far, Escom seem rather more clued up than the inept American management team which very nearly destroyed the Amiga. Worringly, however, Bernard van Tienen, one of Escom's directors, is a former Commodore International vice-president.

Hasn't it all simply dragged on for too long?
Undoubtedly. As well as grinding us all down with its relentless tedium, the sale of Commodore has taken so long that many games publishers have simply given up on the Amiga and found more exciting interests to pursue.

Does that mean there aren't going to be any more Amiga games?
Hopefully it won't, although it's very difficult to say at this stage. Most games publishers have spent the last year or so waiting to see what all the other publishers would do, with more and more coming to the conclusion that the Amiga is a lost cause and that the future lies in PCs and Play Stations. This is obviously a real shame, and, although many are making promising noises following the sale, it's going to take a while before things are able to pick up again. Don't forget that games take many months to develop, so most of the ones we've been seeing recently were started long before Commodore went bust. Expect a terrible drought in the months to come as these dry up, and be grateful for the likes of Acid, Graftgold and Team 17, who've stuck with the Amiga throughout.

If I get an extra 3 Megabytes of RAM for my A500+, will that turn it into an A1200?
Get off the phone you cretin.

Rejoice cautiously, then, readers, and keep a careful eye on AMIGA POWER for further information, which we will search for as though our lives depended upon it. WHICH THEY DO.

> "Went through they pulled"

WHO?

Escom, the Amiga's new owner, is a faceless German-based megacorporation which sprouted up in 1987. Since then it's become Europe's second-largest manufacturer of PCs, and also has a chain of shops (with 50 in the UK) which could sell Amigas, along with an all-powerful mail order division. We hope it will treat the Amiga gently.

AMIGA POWER RECOMMENDS

SUPER LEAGUE MANAGER

(AP48 89%)
Super League Manager is a twinkling star amongst football management games, sweeping away statistics with its friendly textual approach, and daring to be different by putting you in charge of a 'made-up' team. It comes with a cut-down version of the excellent *Wembley International Soccer* to play matches if you've got an A1200 (and doesn't, for instance, not), and kept Steve grinning broadly for day after day (rather then being, for example, the most tedious and downright uninteresting football management game ever). We thoroughly 'Recommend' it.

EXILE A1200

(AP49 89%)
We first reviewed *Exile* in AP1, and, eerily, it has taken all this time for the 1200 version to attain existence. Here it is, though, and it's exactly the same, but with bigger (ie, zoomed in), more colourful graphics and a nifty CD32-controller-option. Also, your bloke now wears a T-shirt instead of a space suit, which must make for some unpleasantly grazed elbows. In all honesty, however, the original version, recently re-released at half the price, is just as good.

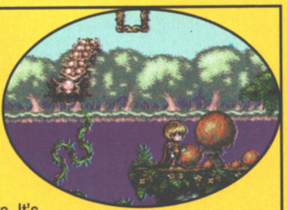
CANNON FODDER

(AP49 94%)
You may feel that this game has been 'Recommend'-ed enough. We, however, do not, especially now that it has been re-released at the 'budget' price of £17. Buy it, its acreage of battle field, and its almost limitless supply of little men, and instigate memorable feats of heroism.

SUPER SKIDMARKS

(AP48 91%)
WE COMMAND you to buy this entertaining racing game. It's got the most realistically and enjoyably handling cars of any game. There are 24 lumpy, bumpy tracks, a three-way split-screen mode, a choice of cars, a serial link option, and on an A1200 you get a high res mode which can be used to display the whole course across two monitors. Wowee.

FLINK



(AP47 79%)
If you have a CD32, it's certainly worth hunting down a copy of *Flink* – particularly as, for obscure political reasons, it's widely available for even less than the already-perfectly-reasonable £20 that it officially costs. It's a flawed (silly controls and some annoying Kangaroo Court-type things) but largely amusing platform game with splendidly slick graphics and a spell system that works. The bosses, in particular, are greatly impressive.

LOST EDEN

AMIGA POWER PREVIEW

We only put it down for a minute.

Runs on: CD32
Publisher: Virgin
Author: Cryo
Release: Soon

Being converted directly from the PC version even as you read this is Cryo's *Lost Eden*. It's French, so it's kooky (absolutement) and rather than being set on huge Victorian trains, or in ancient sky-yachts, this one's set in a strange land where humans co-exist with dinosaurs.

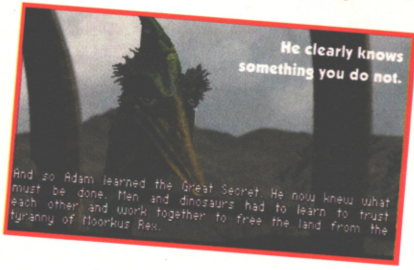
The 'Eden' refers to the good old days the humes long for, when they used to sit safe and snug in their citadels, and the 'Lost' bit refers to the fact that they tend to get stepped on and eaten by all the nasty carnivores these days. Hmm, sounds like a point-and-click adventure plot line if ever I saw one.

Of course, they're not called that any more, they're InteraCtive Movies or AniMatrix Interaction Plots or some other trendy name. Obviously, this just means that everything's rendered and that there are masses of animated sequences which, due to the relatively low access speed of the CD32, doesn't sound like such a groovy proposition. Cryo reckon they've done lots of 'special' things with the data, compressing it and such like, but since we've only seen the (sigh) PC version so far, we reserve the right to remain sceptical.

Cast as the king's son Adam, your quest is to reunite the humans with the nice herbivore dinosaurs, and then work together in peace and harmony against their joint enemies, the flesh-gobbling Tyran. And yes, along the way, you run into a tribe of warrior women who all look like Raquel Welch in that crappy caveman movie. Obviously.

So that's it in a nutshell. Mouse driven, rendered, adventure game. Next month, probably.

● ***CAM WINSTANLEY***



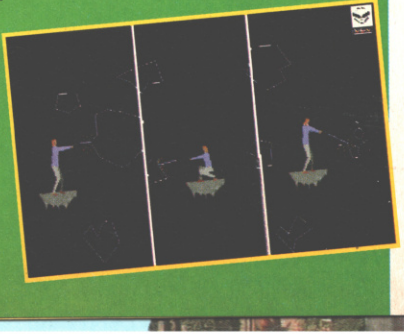
He clearly knows something you do not.

And so Adam learned the Great Secret. He now knew what must be done. Men and dinosaurs had to learn to trust each other and work together to free the land from the tyranny of Moorkus Rex.

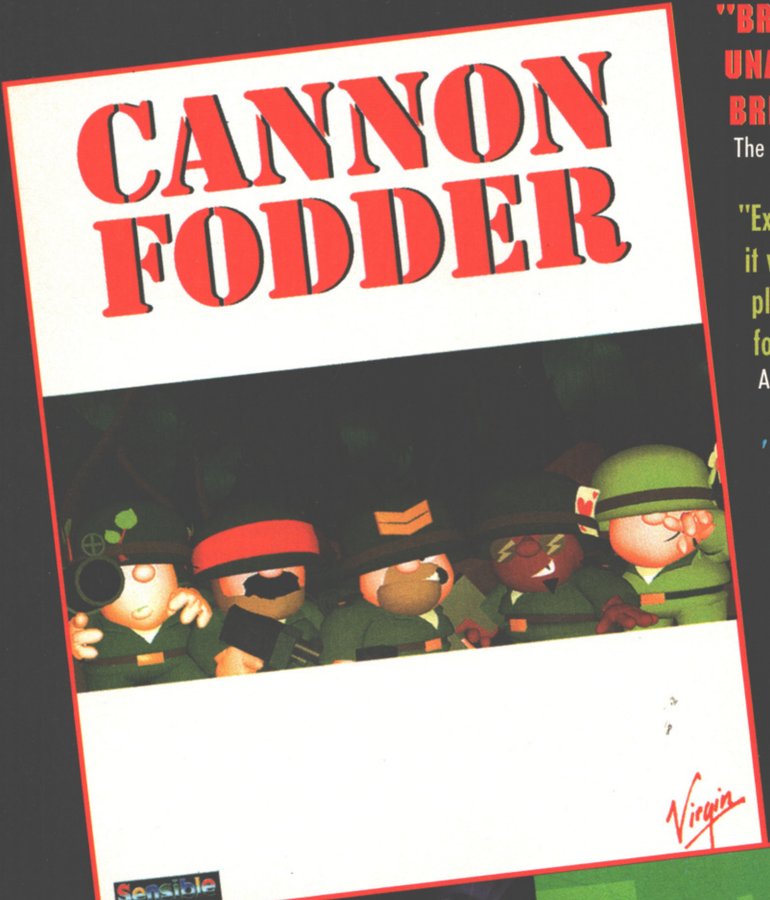
IN THE STYLE OF...

Sifting this month's entries for In The Style Of has been a thoroughly dispiriting experience. Quite apart from the fact our 'hard drive' keeps 'crashing' so compelling us to ask someone from next door to 're-install' Deluxe Paint, the pictures have been wearily unimaginative. The winner, Graeme Nicholson's Another World In The Style Of *Asteroids*, described a victory akin to that of Kara Mustafa's triumph over Upper Hungary in 1682, succeeding solely because his opponents were so dismally poor. Though pleasantly enough executed, Nicholson's picture is devoid of humour. About to make an example of him by awarding 0/10, our wrath was stayed by the discovery he came from a place called Milton Ofcampsie. His score was properly improved to 1/10. But then we remembered his 'hi-res interlaced' picture required us to 'install' a special version of Deluxe Paint, and reduced his score to half a point. He would, therefore, have received £10 worth of games in the post, but because today's budget games start at £13, he gets nothing.

If you have a Deluxe Paint-readable In The Style Of picture that is funny and good, write your name and address on the disk and send it to In The Style Of, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. WASTE OUR TIME AT YOUR PERIL.



HIT NAMES - HIT GAMES FOR YOUR AMIGA



"BRILLIANCE. SHEER, UNADULTERATED BRILLIANCE."
The One - 93%

"Excellent characters - superb... it will keep you playing and playing and playing and playing for weeks and weeks."
Amiga Format Gold - 95%

"Just buy it!"
Amiga Power - 94%

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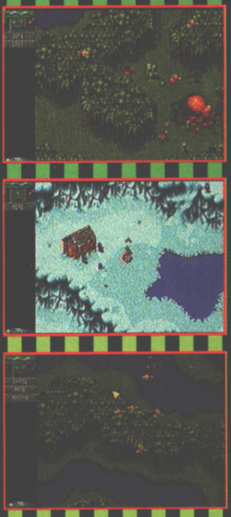
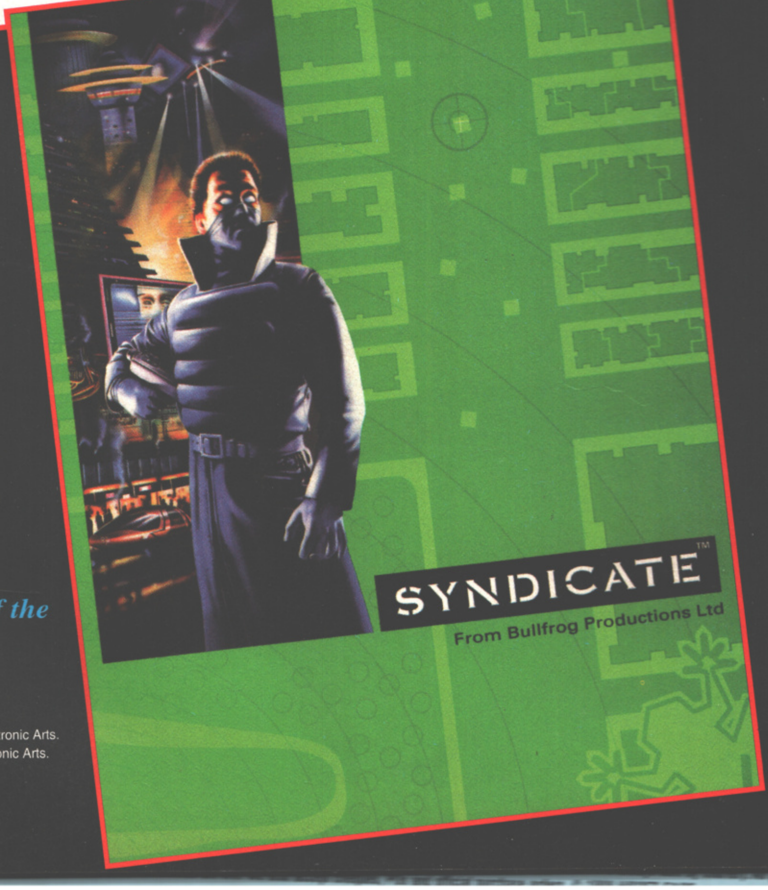
14.99



CANNON
FODDER



"ONE OF THE BEST GAMES EVER TO APPEAR ON THE AMIGA."
Gamesmaster

"A superb game."
Amiga Format - 94%

"An instant classic. Syndicate is top-grade entertainment of the highest order."
Amiga Power - 91%

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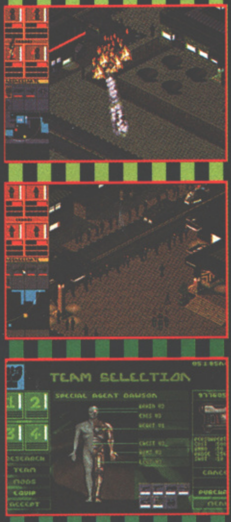

SYNDICATE

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MANCHESTER · M3 4LZ
TELEPHONE: 0161 832 6633
FAX: 0161 834 0646

Screen shots taken from various computer formats

Consigned To Heaven

Where once they were, now they are not. We mourn their demise.

FLIGHT OF THE INTRUDER A Mirrorsoft flight sim once adored by JD, but now unavailable to us. Shame about the eponymous film though.

THE GARY SHANDLING SHOW Each episode of BBC2's funniest ever sit-com was shown at different times on different days, and ALWAYS dumped in favour of snooker. It should have been hugely popular, but the Beeb ruined it.

WEETAFLAKES IN YELLOW BAGS Currently huge flakes in standard cereal boxes used to be tiny flakes in mammoth placcy bags. They were hard and nutty and yummy, and we miss them terribly.

PAGES 93-100 Goodbye back section. We'll miss you.

GOING DOWN

We wish they were not. But they are. Still. Unfortunately.

COMMODORE MANAGEMENT For spending nearly a year on a simple buyout, for missing Christmas and for messing up the Amiga (possibly irrevocably), you should take the escalator down.

BUDGET GAMES FOR OVER 16 QUID If a game's £30 at release, re-releasing it at £16 or £17 a year later's laughable. Make it a true budget game, or don't bother.

RISE OF THE ROBOTS 92% in *("Michael Jackson" – Ed)*? £43 when released? Yeah, right.

ANYONE THAT USES OUR SATAN GAG Which is, at last count, pretty much every other magazine, plus teletext. Get your own jokes, you useless wasters.

THE BIG RED ADVENTURE

AMIGA POWER PREVIEW

It's big...

Runs on: A1200, CD32
Publisher: Core
Authors: DMI
ETA: June

Despite our best attempts to control every aspect of AMIGA POWER (for example, at the moment we are involved in complicated negotiations to command authority over our 'World Wide Web' pages rather than continue to have them indifferently lashed together by THE NOT-US), there are still things over which our mighty will is ineffectual. Anything to do with games, say, and previews in particular. Often we are obliged to use PC screenshots sent to us by the software publishers because the Amiga conversion is the last thing to be done. (Although, of course, we would never review the PC version as do CERTAIN OF OUR COMPETITORS, who shall ultimately answer for their crimes to a higher authority than even we.) But *The Big Red Adventure* swells this 'public relations' liberty to new veldts of rascality.

"THERE IS NO PLAYABLE AMIGA DEMO FOR THIS GAME," thunders the 'press release'. "PLEASE USE YOUR IBM PC VERSION FOR PREVIEWS."

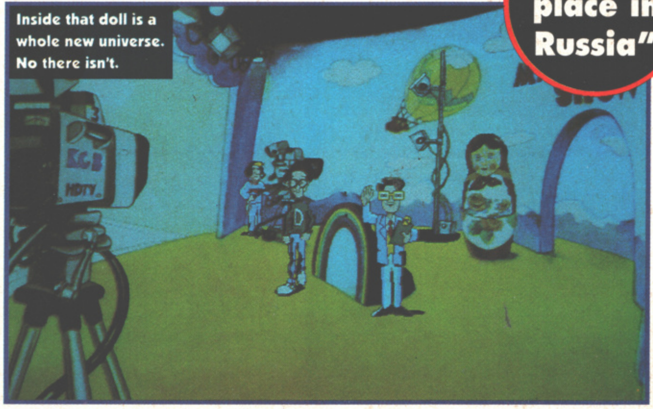
Jiminy.

"THE AMIGA VERSION WILL PLAY IN EXACTLY THE SAME WAY AS THE PC VERSION AND WILL BE ALMOST IDENTICAL IN APPEARANCE."

Phew. That's all right then. Except PC games frighten us even more than Amiga ones, so I telephoned Susie from Core instead, but she's on holiday and her second-in-command's at lunch. I'll use the time before he returns to tell you of the game. It's a point-and-click adventure by the people behind *Nippon Safes Inc* (AP26, 85%), and in a manner equal in 'strangeness' to that game's being set in Japan (the programmers being Italian, and all), *Big Red* takes place in Russia. As before you play three characters (the clever one, the big-but-stupid one, and the woman), and, again as before, you don't know the point of the game but have to solve the mystery as you go along. (That's enough of *The Big Red Adventure*. – 'Press release')

Using Jonathan Davies's new-found

"Takes place in Russia"



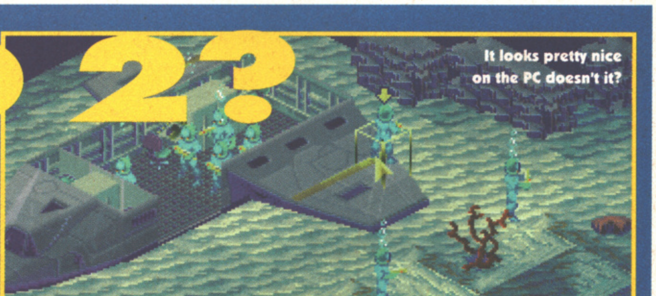
Inside that doll is a whole new universe. No there isn't.

UFO 2?

Of the smattering of phone calls we've had about last month's AMIGA POWER All Time Top One Hundred, quite a few have been about *UFO* from Microprose (AP43, 85%), in a "Why wasn't it in there?" sort of way.

Well, you'll notice that the *Laser Squad* genre was represented by *Sabre Team A1200* at number 43, and while we didn't overlook *UFO*, it lost out due to hideous disk accessing and some horribly long delays while the computer thinks about things.

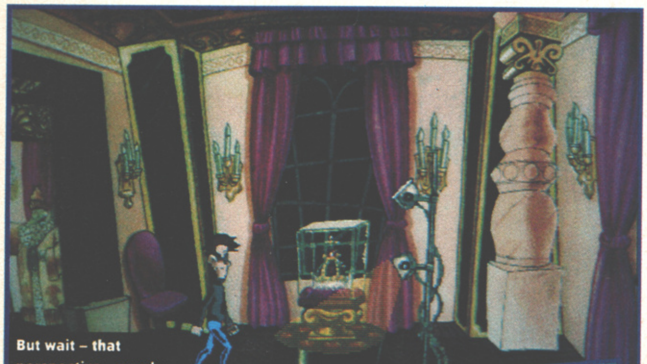
UFO's been tremendously popular though, so it's no surprise that the sequel, *Xcom: Terror From The Deep*, has just come out on the PC. It's basically more of the same, developing bases, hunting UFOs and then killing aliens, only this time at the bottom of the sea, represented by an overall blueish tint and the occasional bubble from the characters. Following Microprose's odd decision to convert *Pizza Tycoon*, spend lots of money on adverts and then not release it, they're understandably unsure of whether *Xcom* will ever make it to the Amiga, although when we asked them, they said they were considering it. And just the possibility of an A1200 release is enough to fill this final bit of the news pages on deadline day. Phew, eh?

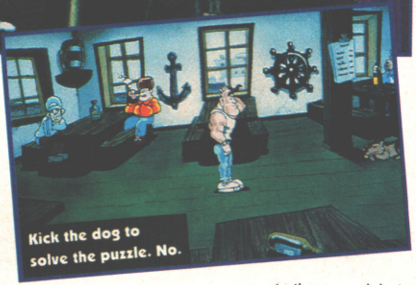


It looks pretty nice on the PC doesn't it?

And with cars like this it's bound to be good.

include UK VAT. We also accept cheques, POs and official purchase orders. © 1998 HISOFT. E&OE.


But wait – that perspective – surely it – oh, help.


Kick the dog to solve the puzzle. No.

influence with a certain PC magazine, I was able to wring details from someone who'd actually played the game. It's Cartoony, apparently, with much Humorous Animation and Crackling Dialogue, and the Puzzles are Thankfully Challenging.

Unlike *Nippon Safes*, where you could swap between characters as the mood took you, *Big Red* is Divided Into Three 'Chapters', with But One Of The Characters Featuring In Each. (Although there's a Fourth 'Chapter' Starring All Three, wherein All Is Resolved.) Regrettably, You're Obliged To Follow A Set Path rather than being allowed to wander about as you like, but then again only *Bloodnet* managed to crack that particular problem. And Jonathan's new friends didn't know if the charmingly poor translation of *Nippon Safes* is carried over to the sequel, but did show me a terrific picture of a new car game controller from Finland. It's an exercise bike, and the faster you pedal, the faster your on-screen car goes.

I had intended at this point to switch tenses again and introduce some quotes from Core revealing the likelihood of an A500 conversion of *Big Red* and, in a calculated self-deferential *Universe* reference, the number of disks the game came on, but the PR bloke couldn't be bothered returning my calls. 60% off for a start, then.

● *JONATHAN NASH*

WIN A GAME!

By designing your own level for *Gravity Power*!

You will already doubtless have discovered the glory of *Gravity Power* on this month's coverdisks. So now, how about designing a level or two of your own? And sending them to us for possible inclusion on a future coverdisk?

This can be done via the following two steps:

Step 1) Work out how on Earth you include your own levels in *Gravity Power,* because, frankly, we've no idea. We know it's possible, though, because someone's already sent us some. You may or may not require some technical knowledge, and possibly a copy of Deluxe Paint or a special level editor or something.

Step 2) Design one (or more) and send it on a disk to: "O Gravity, Thy Victoree", AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, to reach us by 30th June 1995.

Each level we use will be rewarded by a hand-picked Amiga game. But remember: twisty, hard-to-negotiate tunnels aren't big, and they aren't even remotely clever. Good *Gravity Power* levels provide plenty of space for dogfighting and flying around at top speed, along with potential for one or the other player to gain strategic advantage in some way (carefully-placed lading pads and so on). Play the game and you will soon discover this.

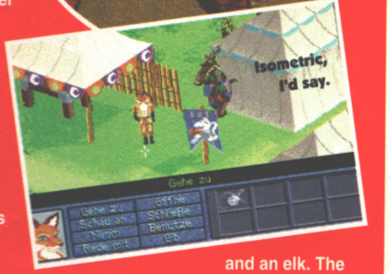
A clever level.

INHERIT THE EARTH

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200, CD32
Publisher: Softgold
Authors: In-house
ETA: No idea

Er, yes. German.


Isometric, I'd say.

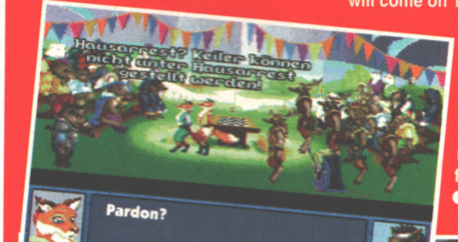
Listening in on the Information HyperPavement this month, AP's operatives uncovered details of a new point-and-click adventure which is under development in Germany. *Erben der Erde* – or *Inherit the Earth* – is a game we've already played on the Macintosh, and found to be reasonably enjoyable, so news of an Amiga version is good. The snag is that the only Amiga version we've seen is a demo with German text in it, and our agents are unsure as to whether an English translation will be forthcoming. Their investigations continue.

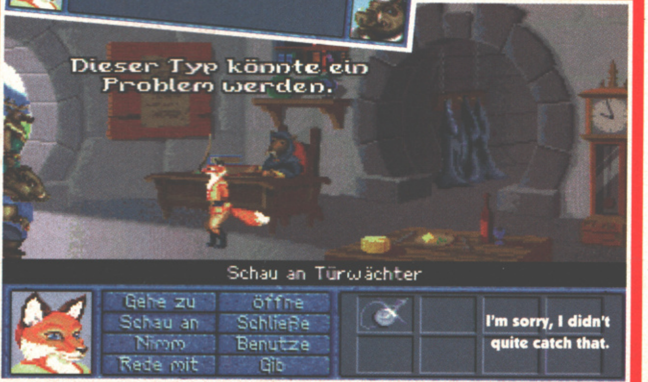
Meanwhile, assuming a satisfactory outcome, let us explain the workings of *Inherit the Earth*. It is set in the future, where the human race has mysteriously disappeared allowing the animals to 'inherit the Earth'. And they can talk. As Rif the fox, falsely accused of a crime, you must go on a quest to prove your innocence, accompanied by a boar and an elk. The game is a curious mixture of 3D scrolling sections and 2D static ones.

Good things about *Inherit the Earth* are: the smashing graphics, with attractively drawn characters and scenery; an easy-to-use interface, a bit like *Monkey Island*'s; and an interesting setting, where the different animal species co-exist uncomfortably. Bad things are that it's all a bit twee, that the A1200 version will come on 12 disks, that it seems to run rather slowly, and that the CD32 version will feature speech throughout.

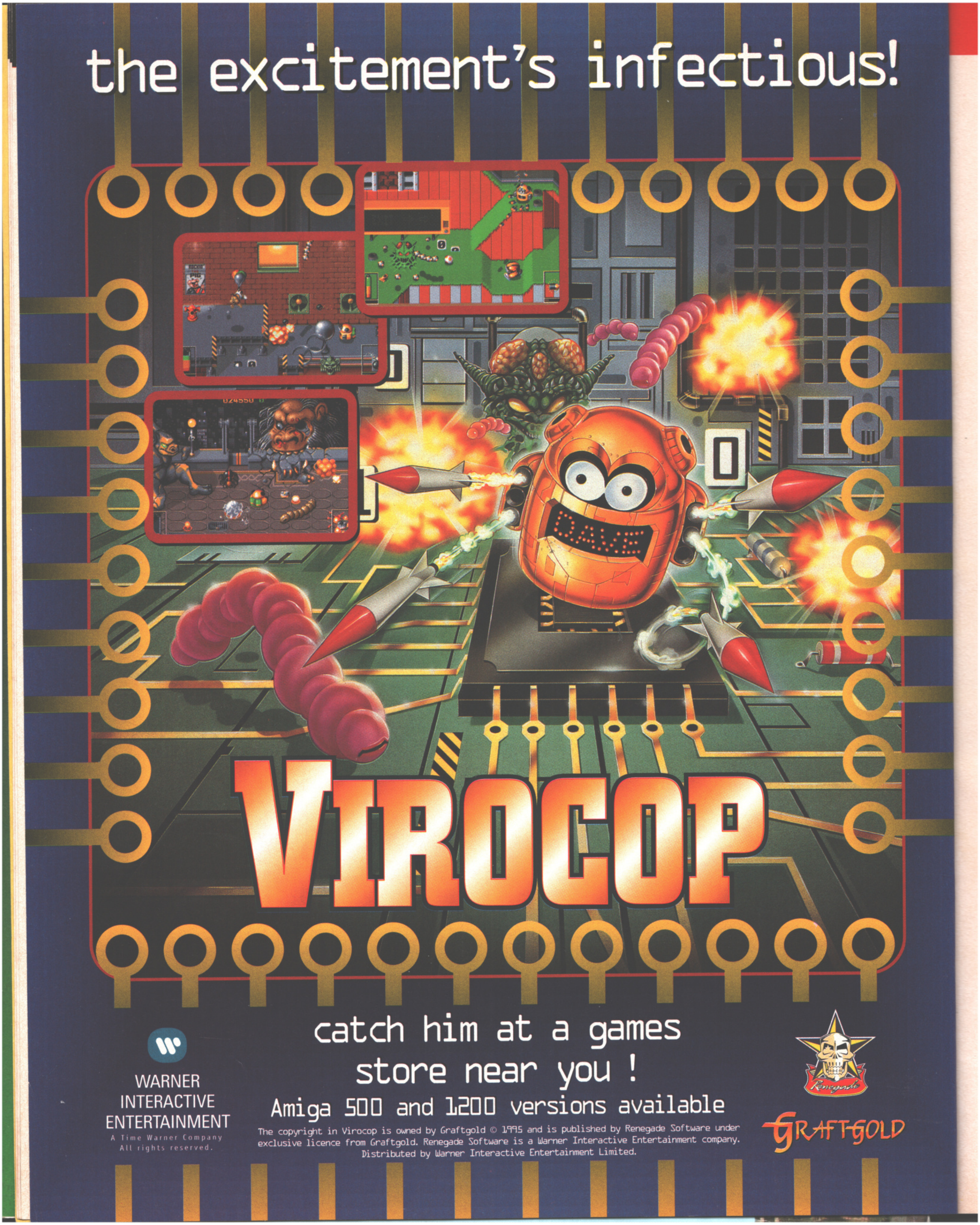
Should *Inherit The Earth* earn a UK release, you will be the first to know.

● *JONATHAN DAVIES*


Hausarrest? Keiler können nicht unter Hausarrest gestellt werden!
Pardon?



I'm sorry, I didn't quite catch that.


the excitement's infectious!
DAVE
VIROCOP
catch him at a games store near you !
Amiga 500 and 1200 versions available
WARNER INTERACTIVE ENTERTAINMENT
A Time Warner Company
Renegade
GRAFTGOLD

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TINY TROOPS

AMIGA POWER PREVIEW

Let's hope they've got big guns then.

Runs on: A500, A600, A1200, CD32
Publisher: Mindscape
Authors: Phoenix
ETA: August

"*Tiny Troops* is being predominantly aimed at males between 14 and 45 years of age." Eh? Why? How? Is there going to be a bit at the beginning that asks you to enter your age and sex, and throws you out if you don't qualify? Why deliberately attempt to exclude people from enjoying your game? Why not just write the best game you can? Tsk.

Like so many games these days, *Tiny Troops* is billed as a cross between *Lemmings* and something else. The 'something else', we're delighted to reveal, is *Dune 2* (AP28 91%), a fabulous but flawed game that we urge people to emulate and improve. We're therefore to be offered a sort of arcade-style wargame where you control each soldier and vehicle independently in real-time, and where the troops can be upgraded with different abilities – rockets, bombs and so on. If it all works out, *Tiny Troops* should be excellent.

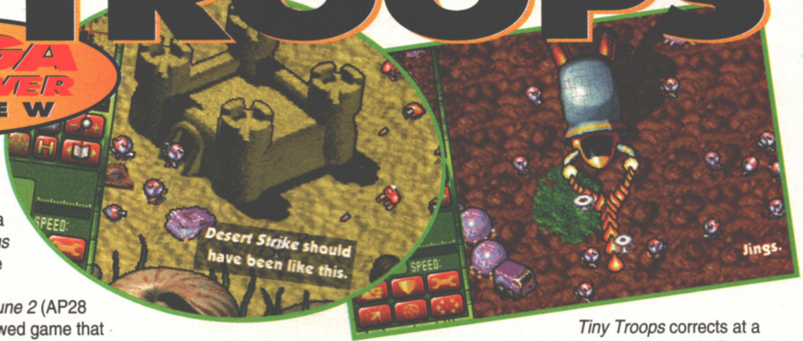
Tiny Troops plunders another game as well – *Micro Machines* – in that your troops are, well, tiny. Battles are fought in various areas of a house – places like the bathroom, the toyroom, a window box and a train set. And you'll be able to move around and blow up the giant-sized obstacles you'll find lying around. There'll be 72 levels altogether.

But the really, really good news is that *Tiny Troops* corrects at a stroke what is almost certainly *Dune 2*'s greatest omission. It's a two-player game, with the option to play it across a serial link as either a co-operative or a competitive game.

We've never heard of Phoenix, who're writing *Tiny Troops,* but they've already won us over. "We have decided against using music within the game as we feel that it will detract from the atmosphere that we are attempting to create," they reveal in the documentation that accompanied these pictures. We raise our spectacles to them.

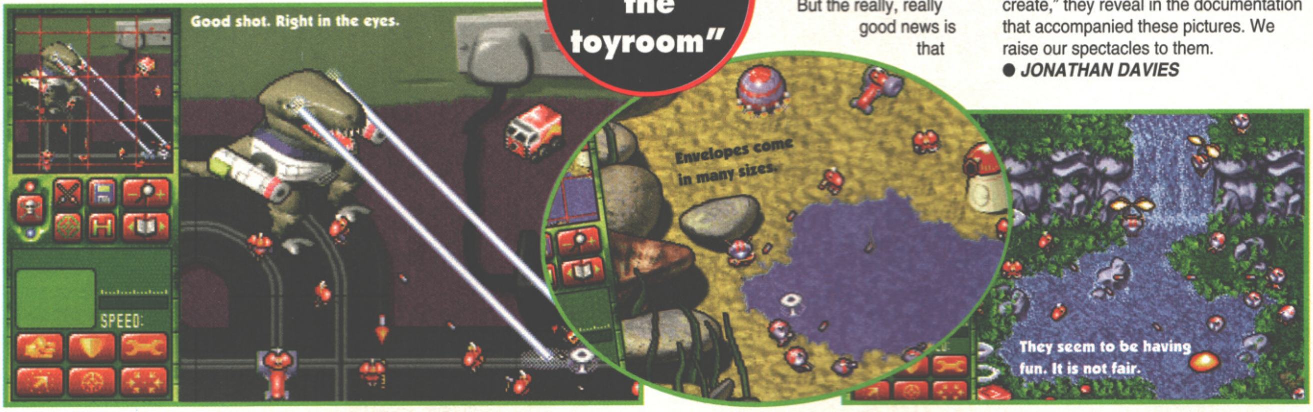
● ***JONATHAN DAVIES***

"The bathroom, the toyroom"



Desert Strike should have been like this.

Jings.



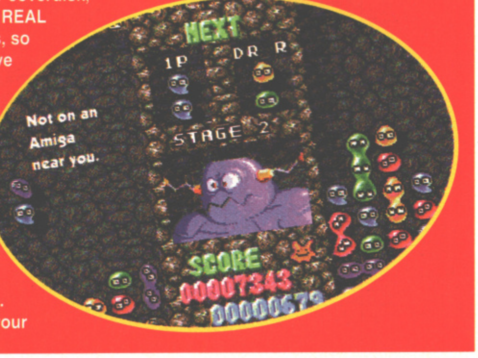
Good shot. Right in the eyes.

Envelopes come in many sizes.

They seem to be having fun. It is not fair.

ATTENTION ALL PROGRAMMERS

We're still looking for an arcade perfect *Missile Command* and *Super Puyo Puyo* (aka *Dr Robotnik's Mean Bean Machine*) for our coverdisk, and are willing to pay REAL CASH to their authors, so send them to us. We've seen the occasional version of *Missile Command* turn up to the office, but nothing that's really hit the mark. And as for *Dr Robotnik*, we've *never* seen anything like it running on the Amiga. So come on, get out your keyboards, sharpen your minds and get down to it. THE NATION DEMANDS.



Not on an Amiga near you.

THE AMIGA POWER READ-BEFORE-YOU-BUY SECTION

Hey, it's a big, bad world out there, so before you buy anything through mail order, make sure you've followed the AMIGA POWER guide to not getting burned:

1) Don't just read the ad and then send off your hard-earned cash. Ring them up first. This way, you can not only make sure what you want's in stock, but also check out their service. Do they replace faulty equipment? How quickly do they deliver? Are there any charges for delivery? We don't know, but they will.

2) Read the small print in the ads. If it's small, they're obviously trying to hide something.

3) It's a bit dodgy if there isn't an address on the advert. Also, if you phone them up and they don't answer, avoid, Avoid, AVOID. If you get into trouble, this ISN'T a company you want to be dealing with.

4) If you've got a credit card, use it. For purchases over £100, most big name credit cards legally entitle you to claim compensation if the retailer goes bust. Check your card documentation for further details, and ask about extra insurance.

5) DON'T SEND MONEY OR POSTAL ORDERS. Credit cards or cheques only. This is the '90s for crying out loud, not some fondly remembered Billy Bunter-esque decade of picnic baskets from rich land-owning uncles.

6) Keep records. For credit card purchases, make a note of the time of the order and get them to give you an order number. When ordering over the phone, double-check the price before ordering.

7) Keep records. For cheques purchases, fill in the cheque stub with the right amount and full name of the company.

8) When your goodies arrive, check everything straight away. If anything's broken or missing, phone and complain straight away.

9) Keep up to date: Order from the most recent issue of AMIGA POWER.

10) If it doesn't work out, phone the retailer first. Don't yell at them or anything,just tell them clearly what your problem is and the chances are they'll probably tell you it's all been a silly mistake and sort everything out right away. If, however, you think you've just given your money to a grade-A scumbag, phone up your local Trading Standards Officer. He's in the phone book, and good luck.

Han Solo Captain James T Kirk Batman Professor Bernard Quatermass Flash Gordon Destiny Angel Judge Dredd Captain Nemo Doctor Who Joe 90 Captain Jean-Luc Picard Will Robinson Miss Moneypenny C-3PO Logan David Lister The Stainless Steel Rat Captain Nathan Bridger Jerry Cornelius Number Six Luke Skywalker Fox “Spooky” Mulder James Bond Commander Benjamin Sisko Avon John Connor Ripley Ed Straker Pink Ranger Paul Atreides Robocop Lieutenant Commander Data Steve Austin Blake Tank Girl Rimmer Mean Machine Angel Buck Rogers Commander William Riker Daredevil Troy Tempest Mr Spock Frodo Mad Max Conan Pinhead Nova Darth Vader Jake Cardigan Sapphire Johnny Mnemonic Major Kira Freddie Kreuger Captain Black Alex Tasha Yar The Shadow Sarah Jane Smith Scott Tracy Barbarella Godzilla Commander John Koenig Peter Parker Taylor Blood Doc Savage Yoda Colonel Wilma Deering The Master Roger Whittaker Fu Manchu Jeff Randall Clark Kent Darwin Rick Deckard Marty McFly Indiana Jones General Ursus Billy Pilgrim Quark Dana Scully Captain Kathryn Janeway Wedge Connor McCloud Guile...

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SFX

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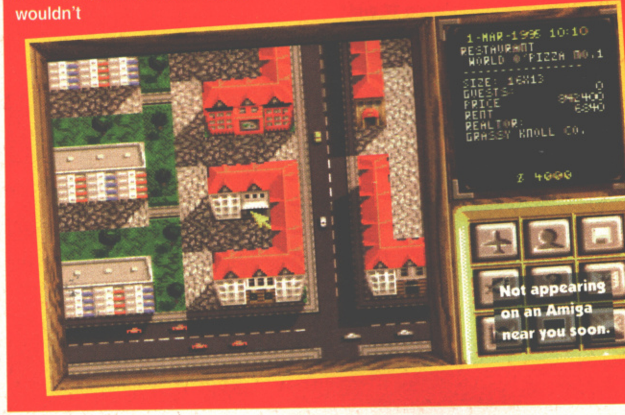
Future

PIZZA (S)TOPPING

If your hopes were raised by the *Pizza Tycoon* advert on the back of last month's AP, prepare to have them dashed again. The game isn't actually going to be released, because Microprose were having too much trouble transferring it from the PC.

As it stood, *Pizza Tycoon* would have been hard-drive-only, and the A500 version wouldn't have had any sound. This, Microprose reasoned, would have left them with too restricted a 'market', and the whole thing wouldn't have been worth their while. Which is a bit of a shame because, although the game was never actually completed (contrary to 'reviews' you may have read elsewhere – TRUST ONLY AMIGA POWER), the nearly-finished version of the game we've been playing this month looked quite good.

You'll notice that AMIGA POWER hasn't at any stage attempted to bring you a preview of *Pizza Tycoon*, ALMOST AS IF WE KNEW.



Not appearing on an Amiga near you soon.

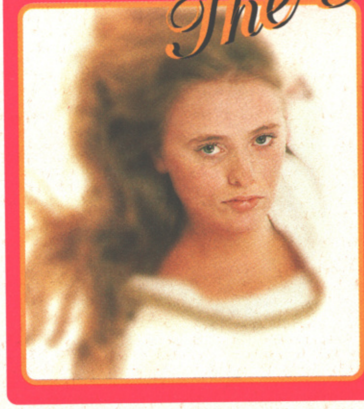
BLAH BLAH BLAH

It has become fashionable for business organisations to adopt 'mission statements', presumably in the hope that words will speak louder than actions. That of the sinister global megacorporation which now manipulates AMIGA POWER is: "Providing information, education and entertainment in ways that people want". We thought you should be aware of this.

NEW!

Plug your ears to the irresistible lure of...

The Temptress

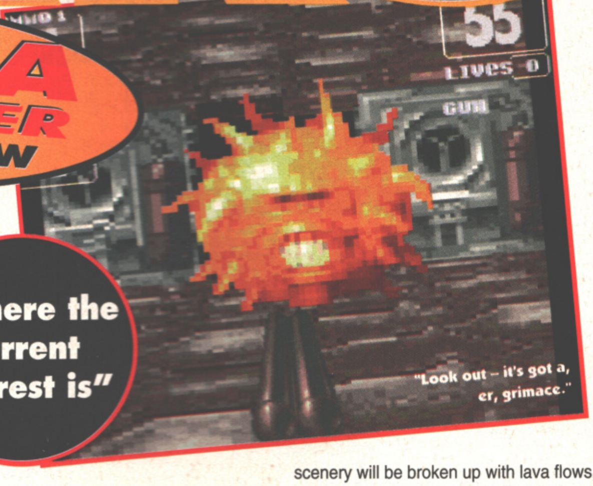


Whoooooo... Looook at that lovely, shiny PC... You should buy one... Everyone else isss... Buy one... Buy one... They look really great... They're sssimple to use... And only mumble mumble poundssss... Interactive entertainment... Multi-media... Dessstroy your Amiga... Buy a PC... Buy one... Buy one... Whooooooo...

FEARS

AMIGA POWER PREVIEW

Runs on: A1200, CD32
Publisher: Manyk
Authors: Bomb Software
ETA: September



"Look out – it's got a, er, grimace."

"Where the current interest is"

With the profit-oriented software big boys dropping like flies, the small-timers are doing their best to plug the gaps and keep a game-hungry public supplied with a steady stream of new stuff. That's how Acid dropped onto the scene, and look at them now: *Super Skidmarks* is HMV and Game Zone's all-formats number one seller. Very impressive. Now that Commodore's finally owned by someone and there's at least a promise of new machines this year, it could well be that the biggies will step back in, but in the meantime it's the little blokes that are keeping the Amiga torch trimmed and burning brightly.

Blokes such as Keith Wadhams for instance. He may or may not be physically small (I wouldn't know, I haven't met him) but with little financial clout behind him, he's pinning his hopes, and those of the Amiga itself, on people devoted to the idea of having a good time. (For what it's worth, he sounded quite tall on the phone.) He's been working on games for over ten years, designing *Elvira: Mistress of the Dark* amongst other things, and has recently felt the crushing of innovation by the money men. "The major companies looking for a global basis seem loath to take risks on new games and seem content to knock out yet another safe driving game or multi-format platform game," he said, in a pre-prepared statement sort of way. "They've missed the potential of individual machines, so I feel there's still a place in the market for a small company to produce innovative games."

Like many of these smallies, Keith's trying to tap the unused potential of amateur programmers and the much-mentioned demo coders. The team producing *Fears,* for instance, are a bunch of French students with the exotic names of Frederic Heintz (programming), Mathieu Bertaud (music/SFX), and Corentin Jaffre, Stephane Elbaz and Laurent Sebire (graphics). They've still got another two years of book-worming before they're released into the real world, but when Keith saw the early version of the demo that's been floating round for quite a bit, he decided it was the right stuff for Manyk's first release. But – hmm – it's hardly the innovative game format he was going on about, is it?

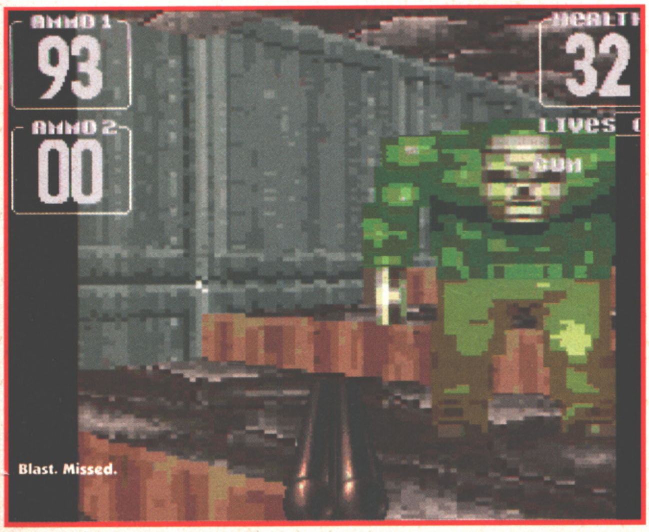
"Well yes and no. *Fears* is a *Doom* clone, but that's where the current interest is, and *Doom* on the Amiga is one of those *Golden Chalice* games many people said couldn't be done. We believe that we're the only people working on a full-screen version as all the competition are producing games that will only run in a small window. Thanks to Frederic's programming, *Fears* doesn't compromise on monster size, and doesn't have to remove floor and/or ceiling graphics to maintain speed. We'll produce other games with our 3D engine that won't be so noticeably influenced by *Doom.*"

The finished game's set to feature 30 levels, six weapons (including, they're keen to point out, a flame thrower) and 15 different monsters, although due to memory restraints, there'll only be three different ones on each level. This month's coverdisk demo already features some great spooky atmospheric sound and gun fire, but we reckon it needs more screaming in it. In line with our constant applauding of socially interactive games, there'll be a link option to let you play with/against a friend across a null-link modem cable, and the basic dungeon scenery will be broken up with lava flows, waterfalls, acid and the like. Excitingly, the plan is to include a level editor with the game, and produce data disks as time goes by. Always assuming it sells well, I suppose.

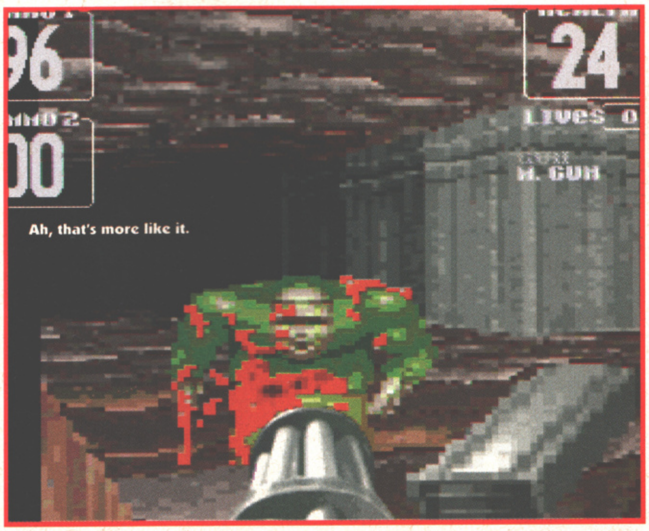
And although *Fears* is still a couple of months away, there are already plans for the imaginatively titled *Fears 2.* This, we are told, should include different characters plus an external environment rather than a dungeon. Blue skies, tweeting birds, 20mm autocannon. Sounds great.

● ***CAM WINSTANLEY***

Keith Wadhams, the man behind Fears, *also wants to hear from any Amiga programmers and demo-coders with ideas for him to look at. Send them to him at 70, Springfield Avenue, Merton Park, London, SW20 9JU.*



Blast. Missed.

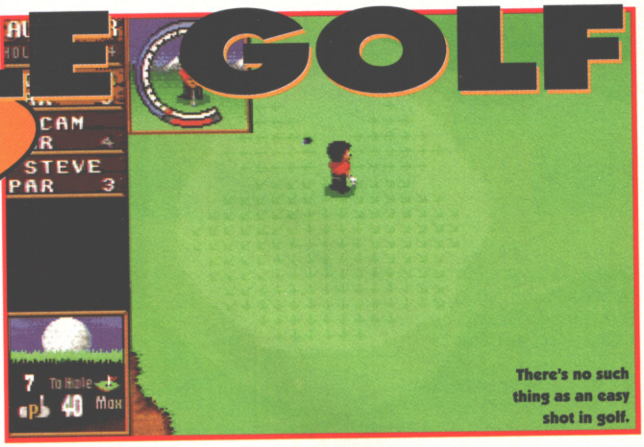


Ah, that's more like it.

SENSIBLE GOLF

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: Virgin
Authors: Sensible
ETA: May



There's no such thing as an easy shot in golf.

It was over a year ago, in AP37, that AMIGA POWER brought you the first pictures of *Sensible Golf*. We then began to run a monthly Diary Of A Game, but eventually grew tired of it as delays bogged down the game. But now, it seems, *Sensible Golf* might finally be about to see the light of day. This month we received a playable version of the game from Sensible (albeit accompanied by a list of 28 bits which need tweaking – things like "Do different course graphics", "Put music into game" and "Do intro"), and Virgin assure us that the game will be released this month. A newer version we received several days later boasts the aforesaid music (in the form of the song 'Wanna Play Golf') but crashes as we're about to tee off. Hang on. It works on the 500. Some of the trees look different and things.

Anyway, though – why so long?

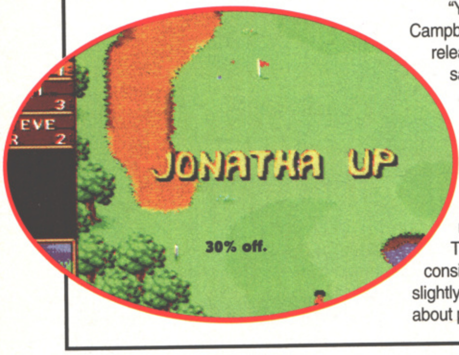
"Yes. Well," offers Sensible's Stuart Campbell. "We were originally meant to be releasing *Golf* last November, at the same time as *SWOS* and *Cannon Fodder 2*, but we had our hands full with those two games. So it was put back a month. But after taking a long, hard look at it in December we decided it was crap. So we've spent the time since then redesigning it."

The redesign seems largely to have consisted of making the golfers look slightly bigger, but, not knowing very much about programming, I suppose this could have been quite a complex task. The result is that *Golf* doesn't now look immediately Sensibley – previously the golfers appeared to be taking time out from *Sensible Soccer* and *Cannon Fodder* – but the menus and things still look reassuringly familiar.

As does, of course, the bird's-eye view. This makes Sensible's version of Golf very different to anything else you'll have played on the Amiga – *PGA*, *Nick Faldo* and the rest of them are in 3D. The sensation that you're actually out there on the fairway is largely lost, but you're compensated by a more tactical game, where you can take a step back and carefully plan your approach to each hole. And you'll find this is quite important, because Sensible have designed some fiendish courses. 25 of them, in fact, where most games boast just one or two.

Is it going to be any good, though? When you reduce golf to the bare bones like this, is what's left enough to form an entertaining game? Having played the unfinished version of *Sensible Golf* for a bit we have our doubts, to be honest. Unlike similar overhead-view games on the SNES and Game Boy, it just wasn't managing to hold our interest. These are early days, of course, etc etc. But it would be a shame if Sensible's last ever Amiga game wasn't actually very good.

● *JONATHAN DAVIES*



30% off.

Injustices are decried by...

THE DISSEMINATOR

DON'T BUY AN AMIGA GAME UNTIL YOU'VE READ THIS. It's on the cover every month because it's IMPORTANT. We tell you what you NEED TO KNOW, like which games to BUY and which to AVOID. We even reveal the scores given by 'rivals'. We deliver the TRUTH.

	The One	Amiga Action	AMIGA POWER
Akira	6%	40%	16%
Ants	20%	18%	23%
ATR	85%	88%*	38%
Dreamweb	85%	92%*	24%
Exile A1200	86%	–	89%
Extractors	75%	84%	62%
Kingpin	78%	84%	47%
Man Utd: The Double	–	91%*	58%
Pizza Tycoon††	88%	–	–
Rise Of The Robots	59%	92%	5%
Shadow Fighter	91%	90%*	91%
Soccer Superstars	–	26%	15%
Super League Manager	52%	34%	89%
Super Loopz	72%	–	29%
Super Skidmarks	88%	92%	91%
Turbo Trax†	–	92%	–
TFX	67%	83%	85%
Ultimate Soccer Manager	69%	–	84%
Valhalla: Lords Of Infinity	81%	94%*	19%
Valhalla: Before The War	44%	94%	19%

* Illustrated on the cover of the issue it's reviewed in, possibly as an 'exclusive'.
† Game still isn't finished, although there is more than one car now.
†† Game isn't being released on the Amiga.

BEWARE

Our favourite press release this month comes from Gasteiner Technologies, and advertises Spotlight 1995, an irrelevantly-named Atari and Amiga show that they're organising. The show takes place at the Novotel Hotel in Hammersmith, London on the 10th and 11th of June, and is claimed to cater for "the more cerebral Amiga or Atari user" – although, rather than AP readers, this turns out to mean those interested in disk drives, hand scanners and Fast RAM. But all this is beside the point. The press release goes on to reveal, with admirable honesty, that the show is organised by "a cartel of manufacturers, distributors and leading UK magazine publishers". The rise of the sinister global megacorporation continues apace.

SWOS FIX FIX

You might have noticed that, although we promised a couple of months ago that AP50 would be carrying a *SWOS* bug-fix disk, it isn't. The reasons are threefold:

1) Anyone who's bought *SWOS* can get a free copy of the disk by simply sending back their registration card. Morons with pirate copies won't be able to do this, but the fix-disk won't work with their copies anyway.

2) We had loads of other great things like *Obsession*, *Gravity Power* and *Fears* to pack onto our coverdisks this month. So devoting a whole disk to something that would only interest a limited number of AP readers and then expecting you all to pay for it seemed a bit daft.

3) (*"Current Bun" – Ed*) have already done it.

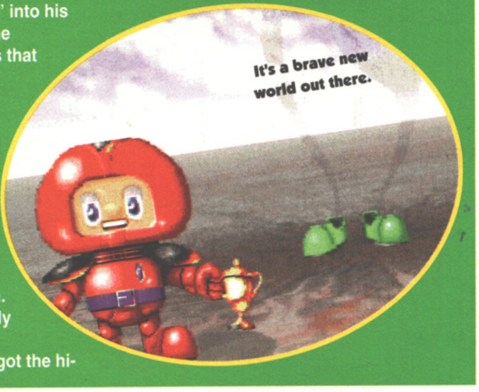
We are sure you'll agree that, as always, we are right.

BOMBER HERE IS, NEARLY

E-mail is taking over our lives, changing the working environment we've toiled in for many a year. Much of this change has to do with Ludwig Ledbury boring the pants off us with banal observations on life every 16 seconds, which is obviously not a good advert for this new form of communication. No, what really rocks about e-mail is the immediacy of it.

Take Nigel Hughes for example. He read AP49, 'jacked' into his 'deck' and reported the strange turn of events that had occurred to him over the last month. Nigel, along with Mike Richards and the Steves McNamara, Matty and Innel, form Leading Edge, the people behind *Blitz Bomber*, as mentioned last month. It appears that not only is progress going swimmingly (they've got the hi-res 8-player mode going, a serial-linked game over two computers and a go-kart racing sub-game) and that they think they'll have enough stuff to allow us to do a proper preview next month, but also that they've 'parted' with Arcane, the publisher we linked them to last month.

They asked us to tell you this. So we have.


It's a brave new world out there.

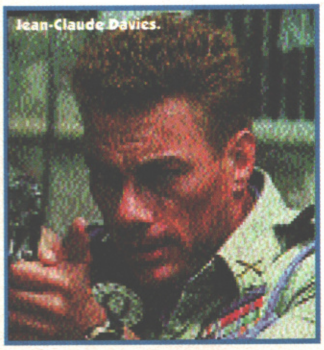
AÏEE

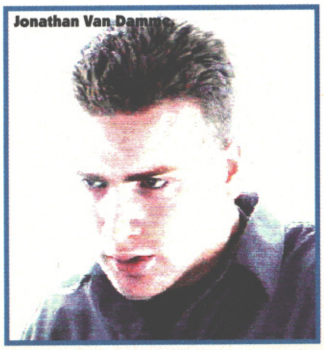
It is with regret that we must announce the departure of Jonathan, the editor, who has been banished to the rodent-infested offices of PC Gamer magazine. The reason is that, as it turns out, he is actually Jean-Claude Van Damme, and not Jonathan Davies at all. This is clearly unacceptable.

"I am not Jean-Claude Van Damme," protested Jonathan yesterday.

But he is, as a comparison between his picture in AP32 and this one of Jean-Claude Van Damme starring in the film Street Fighter clearly proves. Control of AMIGA POWER has now passed to Cam.

"Bof. You English," adds Jonathan.


Jean-Claude Davies.


Jonathan Van Damme.

CHARTS TOP TWENTY

1. SENSIBLE WORLD OF SOCCER
Renegade £30 ★★★★★
2. SUPER SKIDMARKS
Acid £26 ★★★★★
3. BEAU JOLLY COMPILATION
Beau Jolly £35 ★★★★
4. THEME PARK
Bullfrog £30 ★★★★
5. PREMIER MANAGER 3
Gremlin £26 ★★★★
6. FIFA INTERNATIONAL SOCCER
Electronic Arts £30 ★★★
7. CANNON FODDER 2
Virgin £30 ★★★★★
8. JUNGLE STRIKE
Ocean £28 ★★★★
9. PGA EUROPEAN TOUR
Ocean £30 ★★★★★
10. CHAMPIONSHIP MANAGER ITALIA '95
Domark £25 ★★★★
11. FOOTBALL GLORY
Kompart £28 ★★★
12. EMPIRE SOCCER
Empire £26
13. CRYSTAL DRAGON
Kompart £26
14. KICK OFF 3
Anco £25 ★★
15. RISE OF THE ROBOTS
Mirage/Time Warner £43 ★
16. ON THE BALL: LEAGUE EDITION
Ascon £30 ★★★
17. TEAM 17 COLLECTION: VOL 1
Team 17
18. UFO: ENEMY UNKNOWN
Microprose £26 ★★★★
19. CHAMPIONSHIP MANAGER '93
Domark £26 ★★★★
20. VOYAGES OF DISCOVERY
Kompart £26

TOP FIVE BUDGET CHARTS

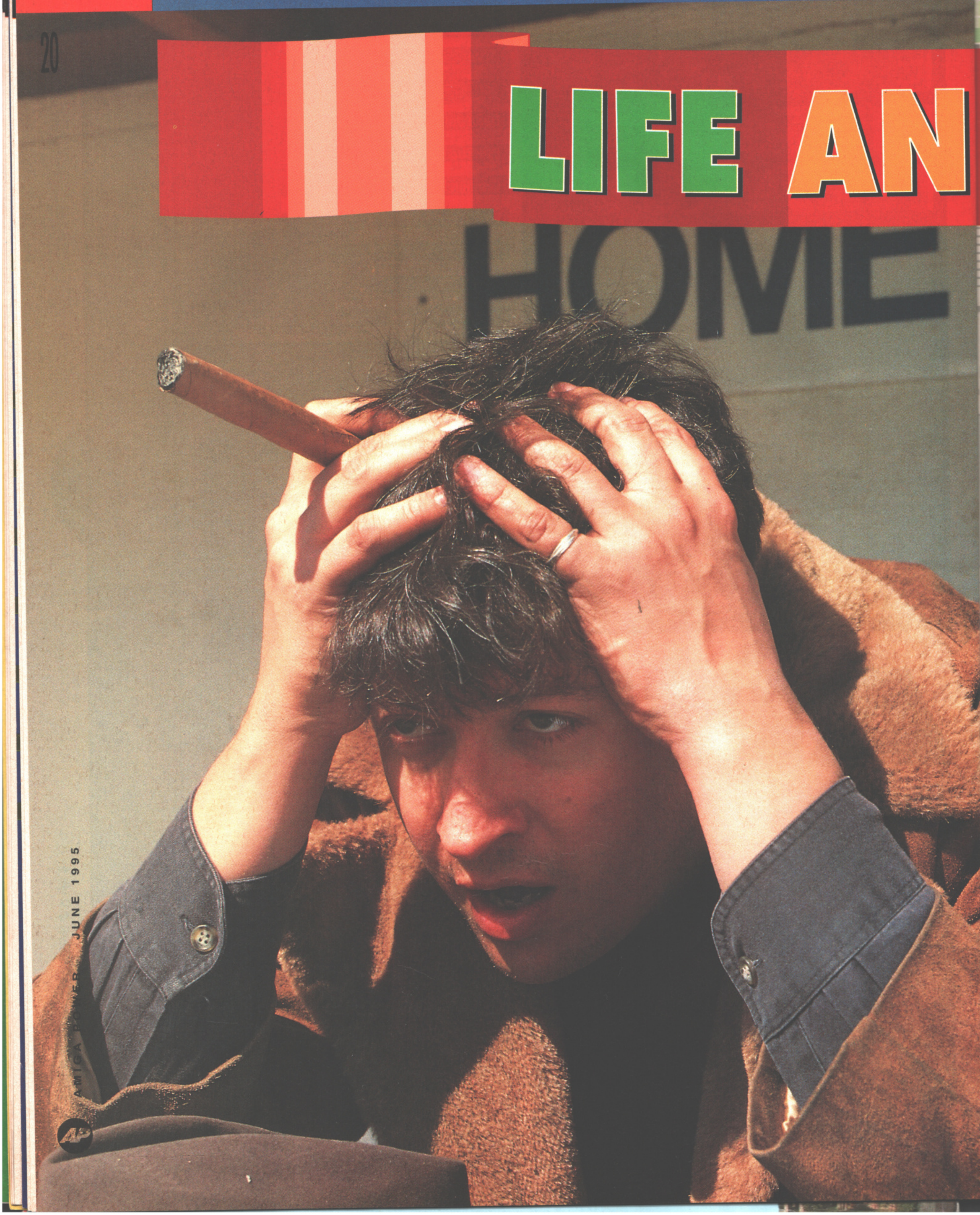
1. SHADOW FIGHTER ***(Eh? Again? – Ed)***
Gremlin £30 ★★★★★
2. FANTASY MANAGER
Anco £20 ★
3. TERMINATOR 2: THE ARCADE GAME
Virgin £26 ★★
4. MAGIC BOY
Empire £26 ★
5. KINGPIN
Team 17 £13 ★★

TOP FIVE CD32 CHARTS

1. MICROCOSM
Psygnosis £45 ★
2. LEMMINGS
Psygnosis £26 ★★★★★
3. LIBERATION
Mindscape £30 ★★★★
4. ROADKILL
Acid £26 ★★★★
5. FURY OF THE FURRIES
Mindscape £26 ★★★★

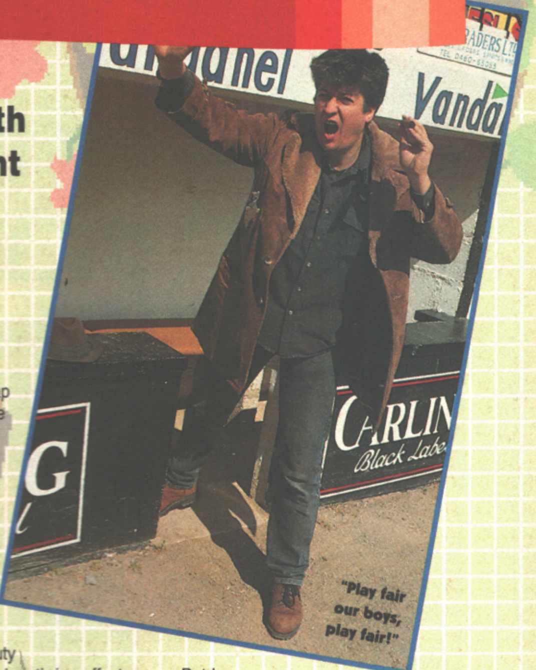
The charts are © ELSPA

LIFE AN



D DEATH

Most of the folk at AMIGA POWER wouldn't agree with Bill Shankly's assertion that football's more important than life and death. They wouldn't give football management games the time of day. Steve Faragher dons his trusty jacket and hat, chugs heroically on his cigar and attempts to redress the balance.



"Play fair our boys, play fair!"

Phew. I think they've all gone now. The rest of AMIGA POWER that is. I'll just (hnnggh) move this chair under the doorknob in case anyone's forgotten something and comes back.

For six months I've been planning this feature and for six months there's always been something 'more important' that's come up. Yeah right, like Cam's helicopter feature in AP44 and JD's dinosaur feature in AP47. I mean the vast majority of Amiga gamesplayers play helicopter games all the time don't they? And as for dinosaur games, well we never stop getting letters from people who only bother breathing so that they can load in *BC Kid* every day.

Football management games? Not really significant are they. Hardly anybody plays them. There're so few to choose from for a start. And there's no real interest in football in this country is there? We'd all much rather watch the table-tennis finals than the FA Cup.

Well don't fear. As the person who sees the pages last before they're sent to the printers I'm confident that this time this feature will stay in.

AHEM

So why do people love footy manny games? In my case it was mostly down to being so thoroughly crap at football at school. There were just twelve lads in the top year of my village primary school in Sutton-on-Trent, Notts and so we had a football team with one substitute – me. Those long, cold afternoons sat on the bench next to Mr Shawcross, our oxen-voiced manager and Deputy Headmaster, had a stirring effect on me. Before long I was piping up with suggestions of my own which he, obviously enchanted by my boyish impudence, would laugh off with a stinging cuff around the ear. But I knew I could do better than him and afterwards, in the showers, I would endure the brutal pummelling administered to me by my jeering peers so that I might expound to them some of my theories of football management and explain why we had lost 12-0 again.

"A stirring effect on me"

BBC B

A couple of years later I was given a BBC Micro for my birthday and betterment. No exciting gameplayer's C64 or Spectrum 128+ for me, I had to have the educationalist's favourite. But then a revelation occurred. I discovered my first footy manny game, *Soccer Supremo.* Whole weeks of my existence passed without my noticing. I grew pale and withdrawn. Strange headaches began to afflict me and my eyes were always bloodshot. But I had such fun. Team after team was taken to the giddy heights of the first division. FA Cup glory was mine. Europe beckoned. The world was my oyster. I refined my skills, I honed my instincts. Soon I was spending all my money on other footy manny games and my mother was consulting child psychologists in a vain attempt to break me of the addiction that would, ironically, ensure me a job later in life writing features on football management games. Life is strange.

The years went by, I got a PC, a close friend had an Amiga and still I played footy manny games. Girls suddenly became important, as did

TEAM TALKS

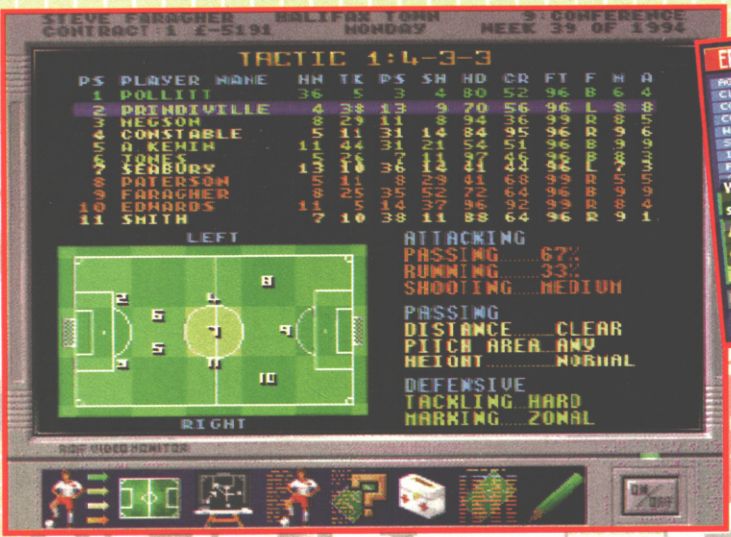
One of the most important aspects of the manager's job is the team talk at half time.

Real managers' styles vary enormously. In the 1930s the very successful Sunderland side had a famous manager called John Cochrane. Before a game Cochrane would saunter into the dressing room dressed in his habitual bowler hat and bearing a cigar in one hand and a tumbler of whisky in the other. "Who have we got today?" he would ask. He would listen attentively to the team's response before replying, "Oh, we'll piss on that lot," turning on his heel and leaving them to it.

Other managers prefer a more 'direct' approach. In his autobiography Brian Clough tells many stories about team talks he gave. One of the most famous was in the 1989 League Cup final when Forest were losing 1-0 at half-time. "Gentleman, we are absolute crap," began Clough quietly, "My wife's in the stands, as are your relatives and friends and all those lovely people from Nottingham. So please, go out and show them what you can really do." Clough's voice, which had been rising steadily, reached a crescendo. "Because you are garbage! Go out and show them. Please Gentlemen." Forest scored three goals in the second half and took the trophy back home with them.

Games need to reflect these sort of differences. The only one that I've seen come anywhere near was *On the Ball: World Cup Edition* which had a half-time team talk where you could praise or criticise just one player. The team would each respond depending in whether they thought you were being fair or not. That was good but amazingly had been dropped by the time *On the Ball: League Edition* came out. Why?

"I think I'm going to sneeze."

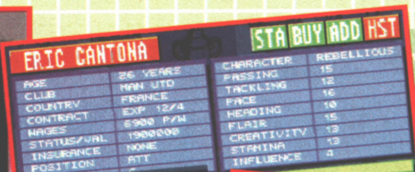


```
STEVE FARAGHER   HALIFAX TOWN          9:CONFERENCE
CONTRACT:1 £-5191      MONDAY      WEEK 39 OF 1994

                 TACTIC 1:4-3-3
PS PLAYER NAME       HN TK PS SH HD CR FT F N A
 1 POLLITT           36  5  3  4 80 52 96 B 6 4
 2 PRINDIVILLE        4 38 13  9 70 56 96 L 8 8
 3 MEGSON             8 29 11  8 94 36 99 R 8 5
 4 CONSTABLE          5 11 31 14 84 95 96 R 9 6
 5 A KEWIN           11 44 31 21 54 51 96 B 9 9
 6 JONES              5 26  7 11 97 46 96 B 8 3
 7 SEABURY           13 10 36 14 41 44 96 L 7 3
 8 PATERSON           5 11  8 29 41 68 99 R 5 5
 9 FARAGHER           8 25 35 52 72 64 96 B 9 9
10 EDWARDS           11  5 14 37 96 92 99 R 8 4
11 SMITH              7 10 38 11 88 64 96 R 9 1
        LEFT
                         ATTACKING
                         PASSING......67%
                         RUNNING......33%
                         SHOOTING.....MEDIUM

                         PASSING
                         DISTANCE.....CLEAR
                         PITCH AREA...ANY
                         HEIGHT.......NORMAL

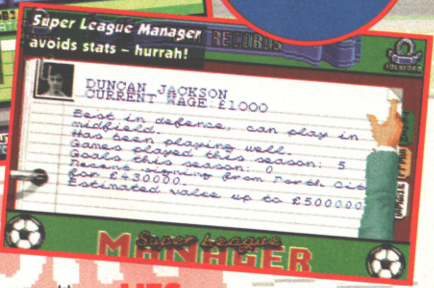
                         DEFENSIVE
                         TACKLING.....HARD
        RIGHT            MARKING......ZONAL
```



```
ERIC CANTONA
AGE            26 YEARS     CHARACTER    REBELLIOUS
CLUB           MAN UTD      PASSING      15
COUNTRY        FRANCE       TACKLING     12
CONTRACT       EXP 12/4     PACE         16
WAGES          6900 P/W     HEADING      10
STATUS/VAL     1900000      FLAIR        15
INSURANCE      NONE         CREATIVITY   13
POSITION       ATT          STAMINA      13
                            INFLUENCE    4

HE IS HAPPY TO
```

When it comes to statistics, *Championship Manager* is a major offender.



Super League Manager avoids stats – hurrah!

DUNCAN JACKSON
CURRENT WAGE: £1000
Best in defence, can play in midfield.
Has been playing well.
Games played this season: 5
Goals this season: 0
Recent signing from Derby City for £430000.
Estimated value up to £500000.

"Which mimics real life"

going out to parties and driving cars and yet still I put time aside to play. Now I'm over 30 years old and still putting myself forward to review all the new ones as they come out. And don't think that reviewing them is easy. There is no other genre of game that I can think of that needs such a long period of play before a satisfactory conclusion can be reached as to whether it's any good or not. At least, that's what I tell the others.

I don't suppose I'll ever stop playing football management games. Unless of course I ever get the opportunity to do the job for real.

MY PERFECT GAME

With all the experience I've accumulated from 15 years of playing football management games I reckon I could tell games developers how to make the perfect one. Here's my recipe:

GOOD ATMOS

Atmosphere is the most important ingredient of a football management game. You have to feel that you're directly involved with all your club's successes and failures.

FMGs should be exciting and the key to this is pace; a game that takes too long to calculate results or that requires you to do too much tedious administration is no good. Games should be better than life and if there's one thing my life often seems to lack it's a good, zingy pace.

LIES, DAMNED LIES

One thing that rapidly destroys any atmosphere in a footy manny game is statistics. It's obviously necessary to have some; even a result is a statistic of sorts, and league tables are clearly important and I like highest scorer tables and the like, so they'd be in my perfect game.

The statistics that annoy me are the ones that are typically used to describe players in games such as *Championship Manager* and *Premier Manager*. You know the sort of thing: Joey Biggins, Defender, Speed 23, Violence 75, Tackling 67, Passing 12, Heading 78, Shooting 12. Why can't games designers use a text description so that the atmosphere isn't so disrupted? Even though *Super League Manager* has a go it's far from perfect.

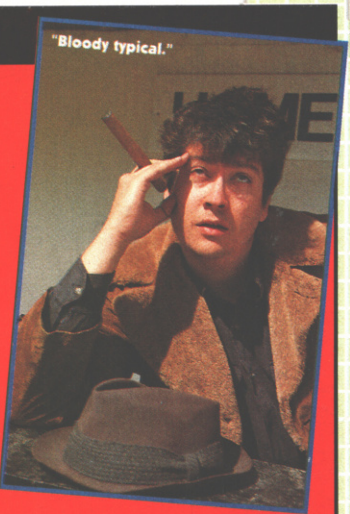
I want something like 'Joey Biggins is a tall, strong defender, he's not very skilful and has an attitude problem'. It says pretty much the same thing as the bald statistics but gives you a picture of the player. Exactly how good a defender he is you'll have to find out from playing him and seeing how he performs.

BE MY FRIEND

Players are the most important element of any game and anything that makes them more human adds a lot to the joy of the game. That's one of the really good things about *On The Ball: World Cup Edition*. In that game your players get into scrapes,

THE TEAM SPEAKS...

I knew it couldn't last. They've found me out. After a bruising 'discussion' the team have agreed (grudgingly) to let this feature run. But they wanted their own say:



"Bloody typical."

CAM

"Reasons to hate footy management games? Okay, I hate and despise football and have never managed to sit through an entire game, so that's bound to leave me predisposed to games about the sport.

"Of all real events to simulate, why management? It's boring. Why not Supermarket check-out sims? Why turn players into lists of numbers? They're supposed to be people, make them real. Where's the backhander option? Where's the 'pay thugs to "Nancy Kerrigan" the opponent's star player' option? Where's the 'torch the stadium for the insurance' option? A *Syndicate* meets *Speedball* future management sim might be worth looking at, but even then, just maybe. Play football, read a book, watch a real football game. Anything but footy sims. They truly are the saddest thing I can think of."

JONATHAN NASH

"Football management games? The satiating soporific number-drunk incomprehensible indistinguishable implosively cunctacious melaenic mugient manustrupation of felones de se, more like."

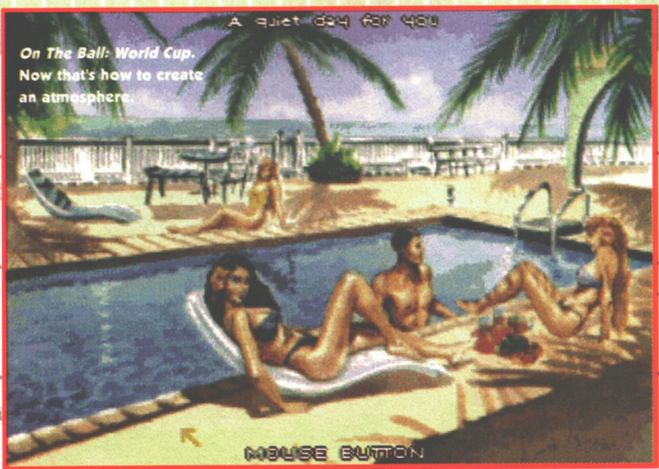
PAUL

"I like football management games. There's only one real reason, I suppose. I just like football. And if you like football, you usually love it. And if you love it, you'll do anything to play it or be in it.

"And I'm also an arrogant sod. So the chance to prove to the world that I know more about football than anyone else also increases their appeal. Oh yeah, and I must give a special nod in the direction of games that allow you to edit player names. I mean what's the point in playing as Leicester City if I can't score the goals myself?"

JONATHAN DAVIES

"I'm frightened of football management games. How do they work out who'd win a match between Wimbledon and Arsenal? How do they know that, if the goalie's a 19, and the defender's a 12, an attacker who's a 22 would score a goal? How do they remember all those numbers in the first place? How do they add them all up so quickly? They're cleverer than me, and that makes me nervous."



On The Ball: World Cup. Now that's how to create an atmosphere.

A ROSE BY ANY OTHER NAME

Writing a football management game? Then you'll need a name for it. Here's the official AMIGA POWER FMG NAME GENERATOR. Simply roll a dice for each column and use the word corresponding to the number rolled. Easy.

1)	Championship	Tactician	2
2)	Football	Manager	2
3)	Premier	Player/Manager	2
4)	Soccer	Coach	2
5)	Tracksuit	Director	2
6)	Tactical	Supremo	2

"The goal is here."

fall in love and generally behave in a manner which makes them more than just a bunch of numbers. I approve and would steal that idea.

ROLEPLAY

The fantasy setting. I much prefer this to real life. When I'm playing a computer game I want to be enacting a fantasy, not a watered-down version of real life. And besides, whenever you get a FMG such as *Championship Manager* or *Premier Manager* or, now, *Ultimate Soccer Manager* which mimics real life you always spend hours shaking your head and saying things like "No, no Giggs is much quicker than that" or "Pallister's a donkey, he can't pass that well." Leave it out game designers, I say. Use some imagination.

WHERE'S THE BALL?

Ultimate Soccer Manager has one of the best match views I've seen, providing you want to actually watch the game happening, but it's still unsatisfactory and makes it hard to single out which players are playing well. *Tracksuit Manager* on the other hand uses a running commentary device which lets you see who has the ball and what they're doing with it. With the imminent arrival of *Tracksuit Manager 2* it may even get improved. I liked it well enough as it was and would nick it for my perfect game.

ANYBODY WANT A USED STADIUM?

Another thing I liked about *Tracksuit Manager* was that it focused on tactics and the players rather than the business side of football. Leave selling advertising spaces to people in suits. Let me get on with management. I wanna wear a shell suit, not a business suit.

As for games that get you involved with bank managers, as for example in *Ultimate Soccer Manager*, I don't really want to know. I'm quite happy for the business side of the game to be slimmed down to the extent that if I'm doing well the club is making money and if I'm doing badly, the club loses money.

KIDS ARE ALL RIGHT

Youth squads are vital to the success of any decent football club in the real world, you only have to look at Manchester United to see the truth in that, so how come some games just ignore them completely? Even those that do use them often just have them as a feed to fill holes that may come up in the first team sheet.

The ideal game would let you have a lot of say about the youth team, who gets signed on, what training they're given and when they're ready to be bought into the first team. The kids are the future, right?

DEAD BALL

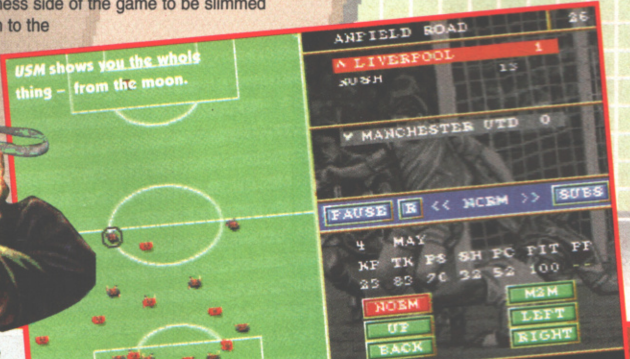
Something else that the ideal football management game must have is an editor for setting up dead ball situations. So that you can organise clever free kicks, nominate from which sort of areas your players would have a shot on goal and set up the sort of situations where the ball is just tapped to the side of the wall straight into the path of the speeding attacker who hammers it into the back of the net.

Real teams spend hours and hours every week working on their dead ball situations. Why can't I? Eh? EH?

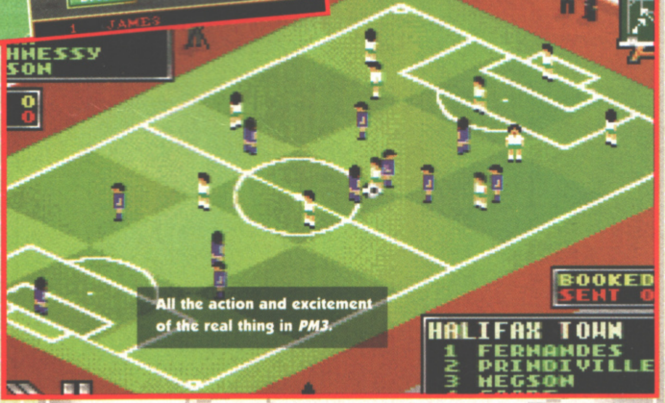
BAKE SLOWLY

Well that's the ingredients. So what will it look like when it comes out of the oven? It'll be a game with lengthy text descriptions of players so that you get a picture of what they're like instead of tedious numbers. It'll be set in a fantasy world so that everything is fresh, interesting and, most importantly, a challenge. And it'll have a minimum of office work. What administration there is would be to do with the youth team, with organising training schedules and with setting up tactics. It would have a good dead-ball situation editor too.

Hang on a minute… somebody's trying the door handle to the AP office. Ohmigod it's the team – they're back. I've got a few more things to say so I'd better be quick… Oh no, Cam's got the AP Sledgehammer with him… they're breaking the door down… No, no let me finish… *(And that's quite enough about football management games. – Ed)*


USM shows you the whole thing – from the moon.

"Yes!"


All the action and excitement of the real thing in *PM3*.

EVERY AMI MANNY G

Oh all right then. In true footy manny game statistical style we've compiled a list of all the Amiga footy games (er, more or less) THAT THERE HAVE EVER BEEN. Be amazed.

Now you can see for yourself the mighty and the dreadful that constitute the AMIGA POWER EVERY AMIGA FOOTY MANNY GAME EVER LIST. Our sinister agents have scoured the archives for every mention of an FMG, they have loitered in cafés overhearing and recording the reminiscences of overly garrulous drunkards, they have 'encouraged' the co-operation of unwilling witnesses. In short they have SHOWN MERCY TO NOTHING in their quest. We proudly display their results here, in a fashion which will enable you to choose the game best suited to your own quirky requirements.

CHAMPIONSHIP MANAGER

Domark (AP15 38%)

CHAMPIONSHIP MANAGER '93

Domark (AP27 80%)

CHAMPIONSHIP MANAGER '94

Domark (not reviewed)

CHAMPIONSHIP MANAGER ITALIA

Domark (not reviewed)

CHAMPIONSHIP MANAGER ITALIA '95

Domark (not reviewed)

JD hated the original *Championship Manager* when he reviewed it back in AP15, lambasting it for having no highlights. The redoubtable freelancer Tim Norris later redressed the balance with a more likely 80% for *Championship Manager '93. (Sap. – Ed) Championship Manager* is a hugely stat-based game, which we don't like, but it is very thorough and has absorbed several days from the life of various of the AMIGA POWER staff. It's rather good, and certainly one of the most popular FMGs ever.

Championship Manager – the stats.

```
Half-tine Stats
TOTTENHAM              0   IPSWICH
01  I.WALKER  C        3   01  C.FORR
02  G.MABBUTT          4   02  G.JOHN
03  J.EDINBURGH        4   03  N.THON
04  G.BERGSSON         4   04  F.YALL
05  V.SAMWAYS          4   05  J.WARI
06  P.MORAN            4   06  D.LINI
07  A.GRAY             4   07  V.BOSI
08  G.DURIE            4   08  G.WILL
09  S.CAMPBELL         4   09  B.GUEN
10  J.HENDRY           5   10  J.DOZZE
11  T.SHERINGHAM       5   11  S.HILTON
12  N.BARMBY           -   12  G.THOMPS
14  D.ANDERTON         -   14  P.GODDARD
GK  E.THORSTVEDT       -   GK  C.BAKER
DEFENCE    -  59%          DEFENCE    -
MIDFIELD   -  35%          MIDFIELD   -  41%
ATTACK     -  14%          ATTACK     -  4
ATTEMPTS   -  1            ATTEMPTS
ATTENDANCE -  31225                  CLICK MOUSE
```

Graham Taylor's Soccer Challenged more like.

CLUB FOOTBALL: THE MANAGER

Boms (AP43 52%)

Some fundamental flaws and a confusing system of figures and bars to represent what's going on don't really help this game. But then it's not got anything new or interesting to offer in the management field either.

EUROPEAN SUPERLEAGUE

CDS (AP3 63%)

Seemed solid enough four years ago. But since then it's been overtaken, outclassed and forgotten.

FOOTBALL DIRECTOR 2

D&H (AP8 55%)

Another one that sticks to the tried-and-tested formula and doesn't try anything new or even remotely interesting. Why not? Ask D&H. Whoever they are.

FOOTBALL MANAGER

Addictive (AP3 19%)

Some say this is the game that started it all. It is the most famous management game of all time, but this version (just like all the others) is boring, slow and incredibly tedious to play. Nostalgia is a dangerous thing and no mistake.

FOOTBALL MANAGER 2

Addictive (not reviewed)

Revamped in most departments, but spoiled by fiddly controls.

FOOTBALL TACTICIAN 2

Talking Birds (AP29 61%)

An unfriendly game interface doesn't help. And with the usual management elements and some silly flaws (like not being able to change your team formation), it's another case of 'played it all before'. The predecessor to *Tactical Manager 2* (reviewed in this issue).

FOOTBALLER OF THE YEAR 2

GBH (AP4 57%)

At last. Something interesting. This time you're not in charge of a team, you're a player looking to make it big. Unfortunately this isn't as wide-ranging as it could be and with a boring trivia section (which you win money in) and a rapid descent into repetition this quickly loses its initial sparkle.

GRAEME SOUNESS SOCCER MANAGER

Zeppelin (not reviewed)

Awful graphics. Awfully easy to play. Enough. Now.

It's hard to beat for statistics. Yawn.

MY DECISION IS FINAL
The Definitive Football Management Game
PREMIER MANAGER 3
PREMIER MULTI-EDIT
EUROPEAN TRANSFER MARKET
ALL THE LATEST UP-TO-DATE SQUAD LISTINGS
NEW PLAYER LOAN FACILITY
NEW MATCH DISPLAY FEATURE AND USER DEFINABLE TACTICS
ALL THE ENGLISH LEAGUE AND CUP COMPETITIONS
ALL THE KEY EUROPEAN CUP COMPETITIONS

GRAEME TAYLOR'S SOCCER CHALLENGE

Krisalis (AP16 82%)

A friendly game, and one that puts all the appropriate elements together and gets them working. (Even the match highlights are worth watching.) Apart from a too-rigidly-adhered-to transfer market, this one would be a worthy addition to most mantelpieces.

KENNY DALGLISH SOCCER MANAGER

Zeppelin (not reviewed)

Terrible.

LEEDS UNITED CHAMPIONS

CDS (AP21 74%)

It's unusual for a football game based around a licence not to include any arcade sections, but this one doesn't. Thankfully that doesn't detract from the game in any way, and, apart from a poor training section and a tendency to be too easy to begin with, this is a decent management game.

MANCHESTER UNITED

GBH (AP15 45%)

As with all the other Man Utd games this one mixes the arcade and strategy elements together in one package. Unfortunately that's about the only decent thing you can say about it.

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS

GA FOOTY GAME EVER

Krisalis (AP36 62%)
More fabulous arcadey strategy. Only it's not. The 'tacti-grid' system to alter your formations is great, but is more of a help on the arcade side of things. The management game is still a shadow of what it could be and, frankly, what it should be.

MANCHESTER UNITED: THE DOUBLE

Krisalis (AP49 58%)
Yes, another one. Let's hope Man Utd stop winning things so there'll be no more of these games. (*Man Utd: The Relegation* doesn't have quite the same ring, does it?) With even more options than before and a lovely transfer market to mess about with this should be good, but the arcade sections are still naff, and the management bit still bare and restrictive.

MATCH OF THE DAY

Zeppelin (AP19 51%)
Lacklustre and with too bizarre a control system to be considered top-flight, this homage to one of the best TV programmes ever made doesn't quite put everything in the right place or do it properly. Still, the digitised representation of Jimmy Hill is worth a look.

ON THE BALL: LEAGUE EDITION

Ascon (AP43 71%)
Intensely atmospheric, and all the better for it. Unfortunately all the hard work done by its predecessor *(World Cup Edition)* is let down by some slight omissions, dodgy events and a slightly out-of-date feel.

(Because, as it turns out, although *World Cup Edition* was released first, the *League Edition* was written first.)

ON THE BALL: WORLD CUP EDITION

Ascon (AP41 85%)
On The Ball: World Cup Edition's masterstroke is to present itself almost as an adventure game. It sweeps away all the meaningless statistics and replaces the with a plot WHICH YOU INFLUENCE, a plot involving your players falling in love, and your home life falling apart. And with all the best bits of ordinary management games as well, this has earnt itself a special place in our hearts. The left ventricle.

PLAYER MANAGER

Anco (BAP)
Ancient game (with the sequel coming soon), using the game engine of *Kick Off* (spit) to allow you to have more control of what's going on. Bugged, though, and terribly frustrating.

PREMIER MANAGER

Gremlin (AP22 80%)
Start at the bottom (the Conference League) and work you way up to the top (the Premier), by manipulating the various stats and figures as best you can. Initially confusing, but intense and playable.

The greatest double act the world has known.

GOOD START FOR ROCHDALE
ETS SEE IF THEY CAN KEEP IT UP

On The Ball World Cup: Your hotel room is your office.

PREMIER MANAGER 2

Gremlin (AP31 79%)
More of *Premier Manager*, really.

PREMIER MANAGER 3

Gremlin (AP44 83%)
The pinnacle of the *Premier Manager* series. More stats, smarter graphics and lots and lots of detail. Definitely one of the best around.

SENSIBLE WORLD OF SOCCER

Renegade (AP44 95%)
A full version of the best footie game ever and an amazingly detailed and fantastically researched management section give you the best of both worlds. It is incredibly tough though. And as a straight management game it does leave out some important aspects (such as financial control). But otherwise, an extraordinary football experience. Beware the bugs, though – you'll need the update disk from Renegade to be able to enjoy it properly.

SOCCER TEAM MANAGER

Alternative (AP48 34%)
Cheap but awful.

STRIKER MANAGER

(D&H) AP5 18%
Entirely feeble – you hardly get the chance to join in at all.

SUPER LEAGUE MANAGER

Audiogenic (AP48 89%)
One of those rare titles that tries to do something new. And, what's more, it does it brilliantly, using a fictional system to let your imagination run away with you, and even making the game a challenge to play. *SLM* encourages perseverance with the detailed training schedule and rewards you accordingly. And the option to play the occasional game (a version of the rather good *Wembley International Soccer*), is a great idea. Top stuff indeed.

THE MANAGER

US Gold (AP14 36%)
Impenetrable icon control system, and an entertainingly bugged match highlights section.

TRACKSUIT MANAGER

Alternative (not reviewed)
You manage England, there are no financial aspects, there's a very good individual player tactics editor and, for match highlights, it pioneered the running commentary. It's therefore quite good.

ULTIMATE SOCCER MANAGER

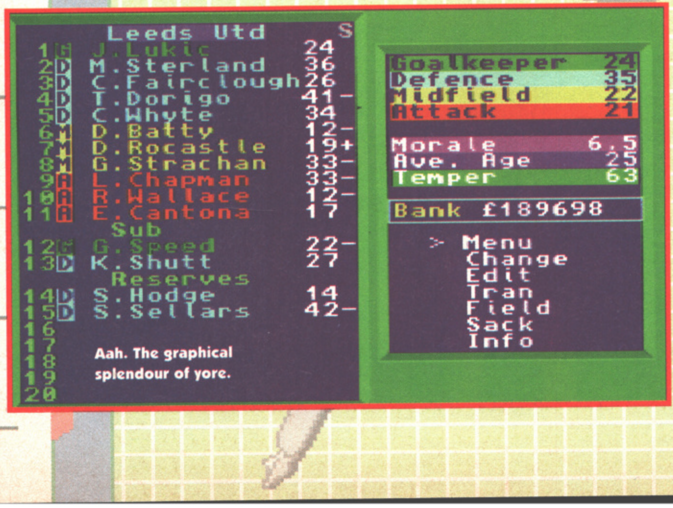
Impressions (AP50 84%)
Lots and lots of stats and figures for you to 'check out'. And, although this would normally be a bad thing, this is an exception, because although you can go stat crazy (with a graphic breakdown of how many ties you've sold per game for the season if you feel so inclined), this game has almost every conceivable menu or option a game can have and easy access to them all. The only failure of the game is in its supposed innovation, the business management side, which is terribly dull.

WORLD OF SOCCER

Challenge (AP40 5%)
Chronic.

WORLD SOCCER

Zeppelin (not reviewed)
Terrible.



```
      Leeds Utd          S
 1 G J.Lukic          24
 2 D M.Sterland       36
 3 D C.Fairclough     26
 4 D T.Dorigo         41-
 5 D C.Whyte          34
 6 M D.Batty          12-
 7 M D.Rocastle       19+
 8 M G.Strachan       33-
 9 A L.Chapman        33-
10 A R.Wallace        12-
11 A E.Cantona        17
      Sub
12 G G.Speed          22-
13 D K.Shutt          27
      Reserves
14 D S.Hodge          14
15 D S.Sellars        42-
16
17
18
19
20

Goalkeeper   24
Defence      35
Midfield     22
Attack       21

Morale      6.5
Ave. Age     25
Temper       63

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   Edit
   Tran
   Field
   Sack
   Info
```

Aah. The graphical splendour of yore.

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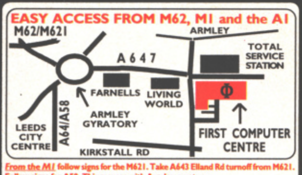

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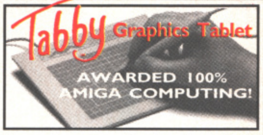

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GAMES

Since issue one, our reviewers and designers have laughed and cried with you, our readers. So now, to mark our 50th birthday, we ask...

JUST WHO DO WE THINK WE'VE BEEN?

Can you put names to faces? Or faces to reviews? Do you remember (deep breath)...

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STEVE FARAGHER
CHRIS LLOYD
SARAH SHERLEY-PRICE
SUE HUNTLEY
PAUL MELLERICK
AND PROBABLY SOME OTHERS TOO!

OBSESSI

Only other people's are unhealthy.

Runs on: A500, A600, A1200
Publisher: Merlin
Authors: Unique (original ST game), Blade (Amiga conversion)
Price: £30

I have 'exceeded the speed limit'. That is 500 kronor to me.

Frightened as I am of most things in life (hence my reliance on cartoons for companionship: Bugs/Yakko=aspiration, Daffy=persecution complex, Duckman=fear of failure, Frank Welker=omnipresent adversary figure – it's all there in Bleuler), I never do well at pinball for I am unwilling to bash the table about to stop the ball going down the sides. I was therefore delighted to be introduced a year or so ago to *Pinball Fantasies*, where you surreptitiously pressed upon the space bar to bounce a ball abrink on disaster. Furthermore, I was brimming with good humour at the discovery that you could 'nudge' a 'sidelaned' ball out of the 'drain', off the centre pin, off a flipper and back into play. *Pinball Illusions*, disappointingly, obliterated the centre pin and foiled this ploy. But now, with *Obsession*, the ability to pluck my on-screen icon from certain death has been returned. It's terribly symbolic of something, although I'm sure I don't know what. But it keeps me chipper when *Obsession* begins to annoy me. Which it does. A lot.

INTERMISSION

Obsession, spectacularly obviously 'inspired' by fellow Swedemeisters Digital Illusions' Pinball series, is a straight port of the ST original, and that is silly. It's almost as if *Pinballs Fantasies* and *Illusions* never happened – we're back to the chunky, relatively simple, slightly twee tables of *Pinball Dreams*. *Obsessions* has no exciting LED animations, for example, concentrating instead on zooming numbers and words out at you.

(There's a bit in the Exile Zone table where you assassinate someone, shown in the LED display as a crosshair drifting over a box and the box vanishing. What about the surprised victim being shot, eh?) There's no multiball either. (Although there will be in the A1200 version AS YOU WILL SEE.) And remarkably few 'command' animations exhorting you compellingly to shoot certain ramps or targets (instead the game favours flashing arrows at you, which certainly isn't as thrilling). Oh, and 'combo'-led scoring, involving shooting, say, the letters of the word 'OIL' and then getting the ball up the appropriate ramp before the letters stop flashing. (Although I'm assured this is a standard feature in pinball – the time limit, I mean – I don't like the idea of having skilfully to knock down targets and then losing the points because I didn't hit the ramp within ten seconds, or whatever. Surely the trick is getting the angle right for the ramp, not being penalised for thinking it through – and remember this is what most of the game is about, not just some massive bonus shots. Still, I bow to superior pinball knowledge (Steve's) – I've not docked the game any points for this, but just thought I'd let you know.)

It's obviously too much to expect Unique to have rewritten their game completely during the conversion, but in view of the competition they could at least have 'scherwoomph'–ed it up a bit. At least they could have bumped the point values: *Obsession*, in a slightly old-fashioned manner. ➤

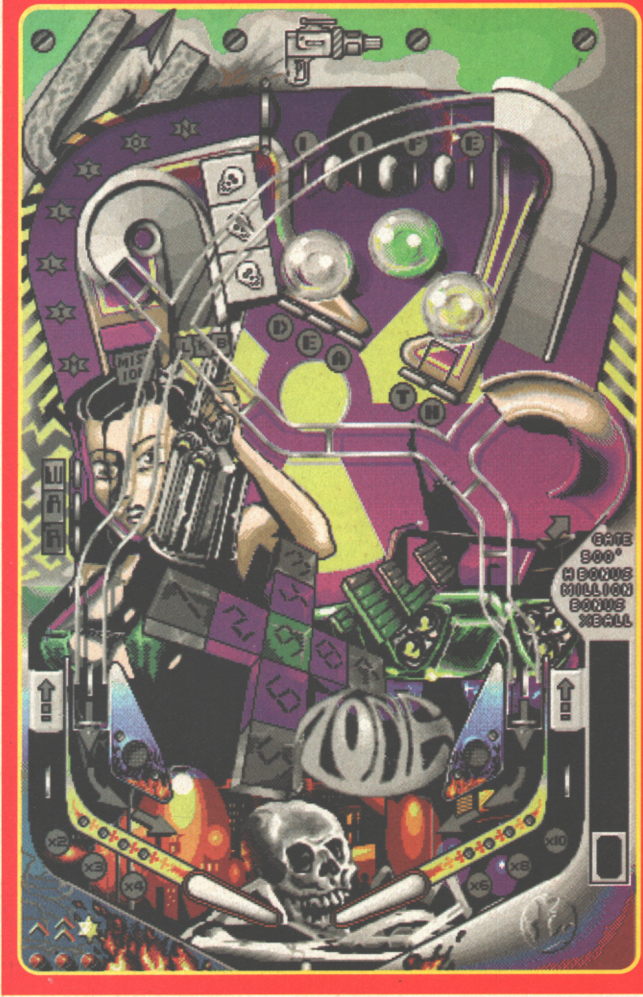
Oddly, 'nudging' here veritably hurtles the ball over the loop.

> "Pluck my on-screen icon from death"

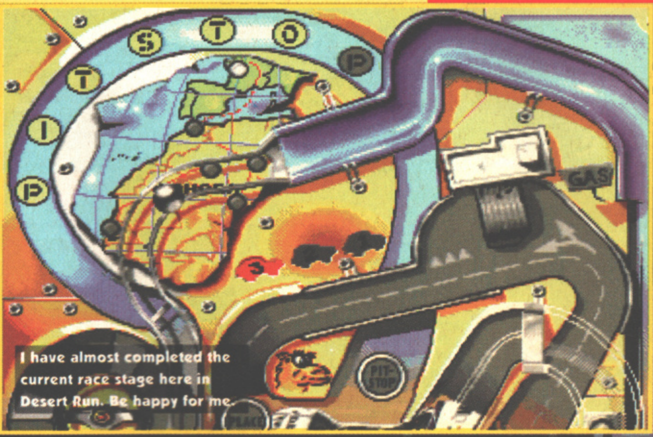
EXILE ZONE

THE PLOT: Some sort of futurey thing, with you as an assassin trying to bump off an enemy gang leader. Or something. Oh, and they spell it 'X-ile'.
THE TABLE: It's by far the worst table of the four, not helped at all by the confusing backdrop. Three of the five ramps first oblige you to knock down the letters of 'WAR' (not forgetting, of course, that the letters stop flashing after ten or so seconds), and after spelling 'DEATH' to start a mission, it's massively disappointing to discover that this merely involves shooting the trap under the top-left ramp. You never really feel you're in control, spending most of the time watching the ball bounce around the rollovers or (almost incredibly) hitting a kickback, bouncing into a wedge, and from there ricochetting back down the now empty sidelane. This happens around nine out of every ten times, and is indescribably angering. There's also a 'berserk' feature if you hit the lower right ramp repeatedly, and this is where the big bonuses are to be found, but it's an unpleasantly fiddly shot. Nope, you're best not bothering with this one. But I do like the tune.

Individual Pinball Game Rating: ★



ON

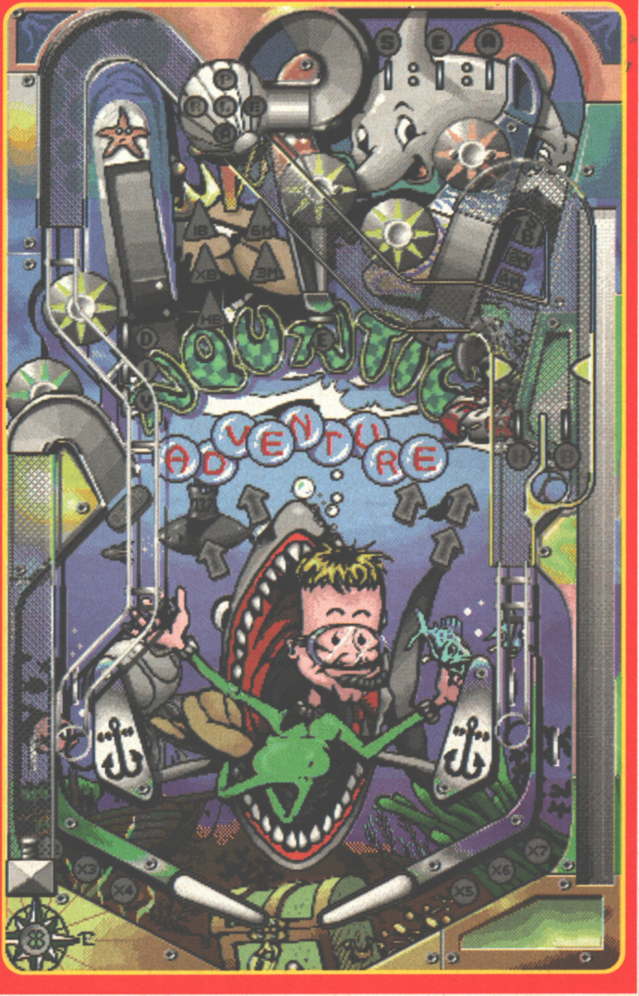

I have almost completed the current race stage here in Desert Run. Be happy for me.

AQUATIC ADVENTURE

THE PLOT: Some bloke's robbed Captain Notpolite (I like Swedish jokes, me – this and *Pinball Illusions'* Extreme Death Bonus made me laugh out loud) of a treasure map. Uproot the treasure and flee, hurdy ho. Curses.

THE TABLE: It's the one on the coverdisk (except for A500 owners) (until next month, anyway), and everyone except me thinks it's the best of the tables. It's certainly the most rounded, with dozens of ramps and targets, a multiple hit thing (spell 'PEARL' on the oyster for a largeish bonus) and missions that involve shooting different ramps (exactly unlike the missions in Exile Zone). It's also the only table to justify the variable-strength plunger, with a rollover skill shot when you first launch the ball. (The other three tables feed the ball straight to a flipper via a ramp, making a nonsense of holding down a button to make the ball go further.) And, of course, it has the tremendous 'startle the starfish' ramp. Loads to do, basically, with enough variety of shots to keep you interested, and an agreeably uncramped mid-table so you can see the ball coming. There's nothing outstanding here, but it's put together well (despite the ghastly chirpy music) and it's fun to play. I'm just not particularly fond of it.

Individual Pinball Game Rating: ★★★★

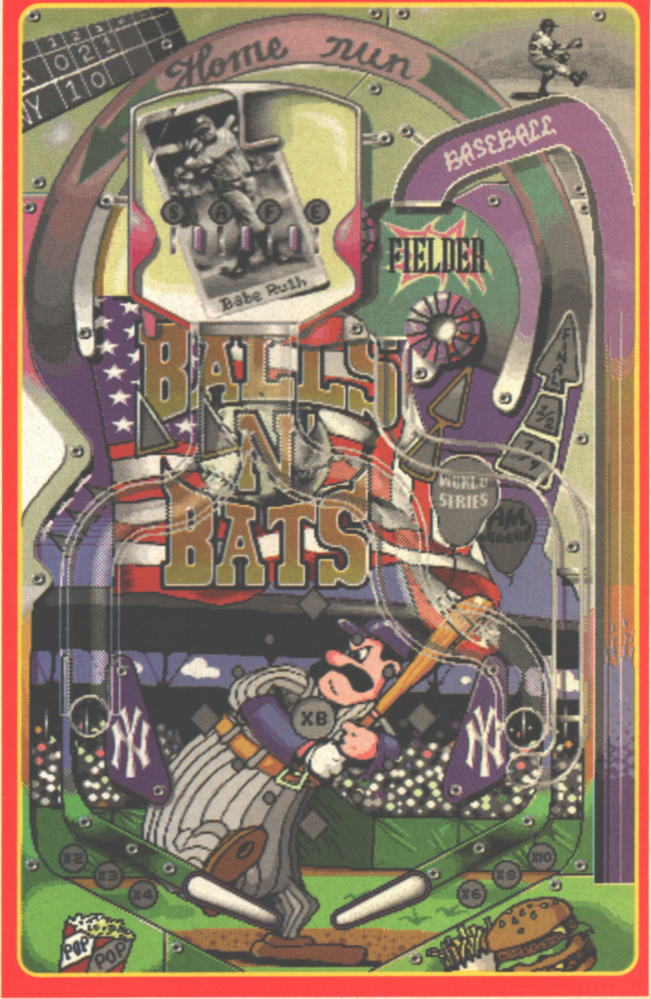


BALLS AND BATS

THE PLOT: Baseball.

THE TABLE: Supremely entertaining gimmick table – the only one to 'be' computer pinball. It's all to do with ramps, featuring ingenious bumpers astride the 'SAFE' rollovers which whack the ball about as you try to keep up. When you hit the centre box you get 'bowled' a looping curve ball, a deceptive slow one or a nudge-before-it-goes-down-the-middle fast ball and have to hit the top ramp to steal bases. Lose that ball and you've still got two more 'strikes' before it's gone forever. It's a bit one-note, but I reckon it's fantastic.

Individual Pinball Game Rating: ★★★★★

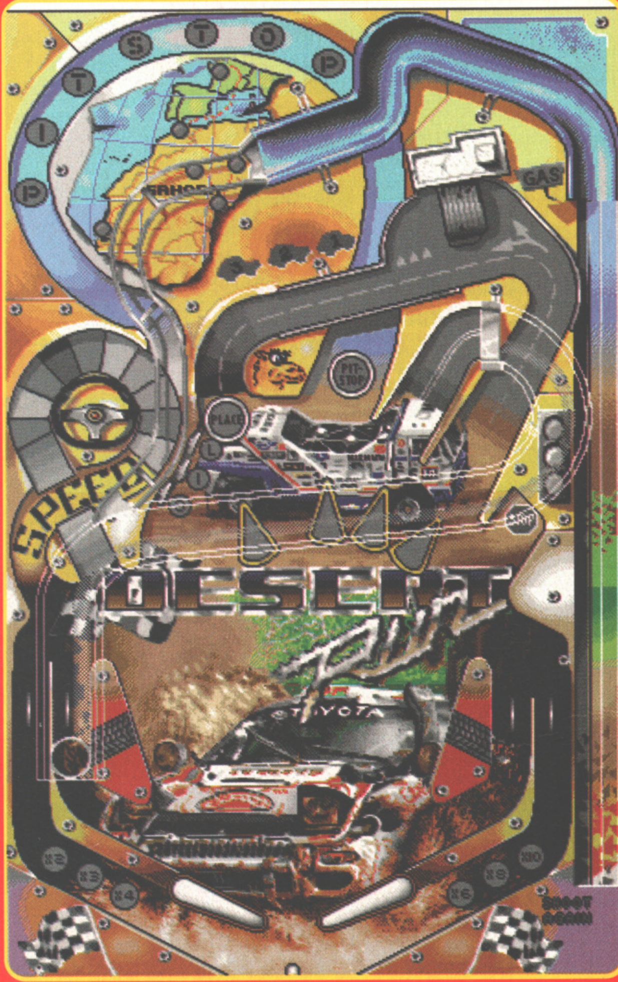


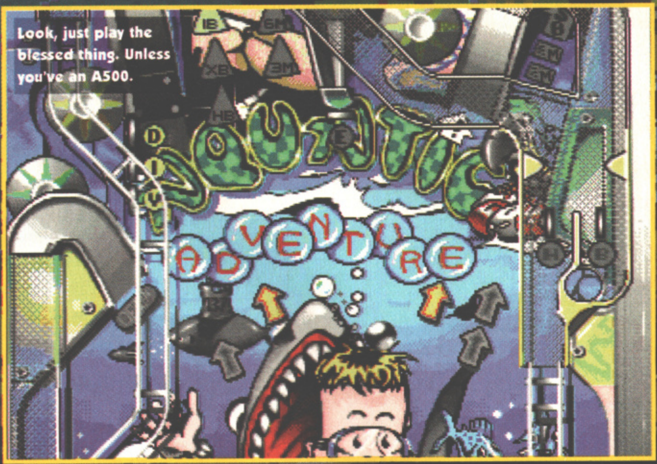
DESERT RUN

THE PLOT: It's the Paris-Dakar rally.

THE TABLE: Easily the most 'together' of the four, with a followable 'story' and clearly defined goals (as opposed to blindly shooting at things and hoping everything works out). Shooting the speed loop or the right-hand translucent ramp earns you money: you then shoot the petrol station to fuel your car, finally flinging the ball up the centre ramp to light letters of 'PITSTOP' and so qualify for the next stage. Alternatively, you can play craftily. Shooting the place loop moves you through the leading trio of drivers, for if you finish a stage in pole position you earn that most gratifying of pinball bonuses – the extra ball. More entertaining is spelling 'OIL' and then shooting the stop sign to top up your car with rocket fuel – if you then shoot the pistop ramp, you automatically qualify. It's a blindingly fast table, with that crowded mid-section raining poorly-aimed balls back down upon you in a terrifying fashion. The pitstop ramp is satisfyingly challenging to hit squarely (although that exciting left-hand curve turns out to be part of the completely pointless plunger-to-flipper feed, curse it), and the targets are just over the scrolling if you're lining up a ball at the bottom. Even the LED animations are fairly interesting, with cars being filled to the brim with petrol, and fireworks igniting for the rocket fuel bonus. Land sakes, even the combo time limits aren't as intrusive as usual. It would have benefited from a few more targets to break up the ramps, but still, eh? And the arrows are clearly visible. Outrageously, when the ball is fed down the left lane after hitting the pitstop ramp, it can jigger out by itself into the outlane – a disaster that happens far too often to be marked down to the fortunes of the game. Hopefully the ball routines will be revamped for the A1200 version, which will make these painstakingly-linked tables look like adequate if desperately dull publicity shots accepted gratefully from Unique when our screenshot-taking 'equipment' fell to bits at the last minute. That's torn it.

Individual Pinball Game Rating: ★★★★★




Look, just play the blessed thing. Unless you've an A500.

awards scores in thousands, so you play for ages, do really well and find yourself top of the high-score table with 16,000,000. Science has proven that outrageously inflated bonuses running to hundreds of millions peps up the pinball experience no end, especially when you're in an eight-player tournament.

Far more seriously, the ball itself feels, in a way, 'off'. Instead of zooming about the tables, it tends to be 'sticky', defying your severest flipper-thumping to pootle about the lower half of the screen like strangely heavy plastic. Even I, who am ignorant of the secret affinity with real pinball, was surprised at the way the ball would whirr down and bounce out of the 'hinge' of my prepared flipper when it should have rolled quietly to a stop.

Regarding individual tables, well, read the blessed boxes. I shall pause in the traditional manner while you do so. (Look, I *know*, but it's the way AMIGA POWER does pinball games.)

OBSTETRICIAN

Literary devices, eh? Anyway, as you'll have seen, I really like two of the tables, hate one and regard the last with amused indifference (but can see how other players will enjoy it). There are also a couple of stand-out friendly features: being able to switch off the music, jingles and samples, and sound effects separately, for example, and the manual giving a few tips on getting bonuses, and the game relaying further hints if you balance the ball on a flipper. And you get five balls instead of the usual three, which Steve tells me harkens back to the innocent days of pinball, before evil mega-global corporations stepped in and ground value-for-money beneath their jackbooted heels.

So. Final verdict, then? *Obsession*'s two good tables are highly commendable (the 'curvy bowling' feature especially), and the game as a whole has a certain older pinball charm, but it's infuriatingly incoherent. The ball does things it clearly shouldn't, keeping a mental picture of the whole table when playing for a ramp hidden by the scrolling is far harder than it should be thanks to the equally bright background pictures (there were moments when I 'lost' the ball altogether), and a game too often drifts back into a losing match against getting the blasted ball off the bottom half of the table. I've a feeling I'll not be going back to it while the AP *Pinball Fantasies* disks still work. (Except, of course, they were stolen along with our A600 hard drive and good CD games.) Give it a try, anyway.

● *JONATHAN NASH*

▲ **UPPERS** Two terrific tables, and a third that's inoffensively playable. All are acceptably speedy. Some lovely ideas. Friendly options. You can rescue a seemingly lost ball with the 'dastardly bounce' ploy.

▼ **DOWNERS** The ball's noticeably not right, and the tables rely (to my mind) far too heavily on combo-led scoring. Except for the 'curvy bowling', it doesn't exploit being computer pinball. It's never really what you'd call exciting. It can be staggeringly annoying. And there are a few downright weird things, like not being able to start a game until the attract picture of the table has finished scrolling up the screen.

THE BOTTOM LINE

A fun if simple pinball game that has the misfortune to be going up against the *Pinball Dreams/Pinball Fantasies* double pack. Taken on its own merits, it's entertaining, but patchy, and (Balls and Bats aside), the tables aren't dramatically different.

78 PERCENT

THE BOTTOM LINE

A1200 There's a special A1200 version on the way, with multiball and an extra table. Let's hope Unique have taken a good hard look at *Pinball Illusions*, eh?

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TOWER O

It was a time of darkness, natch.

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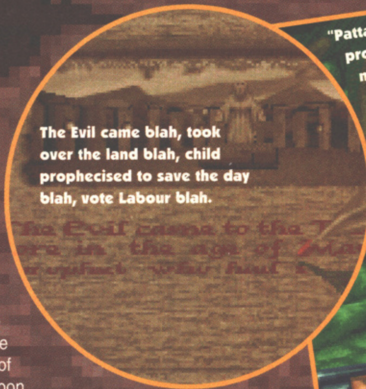
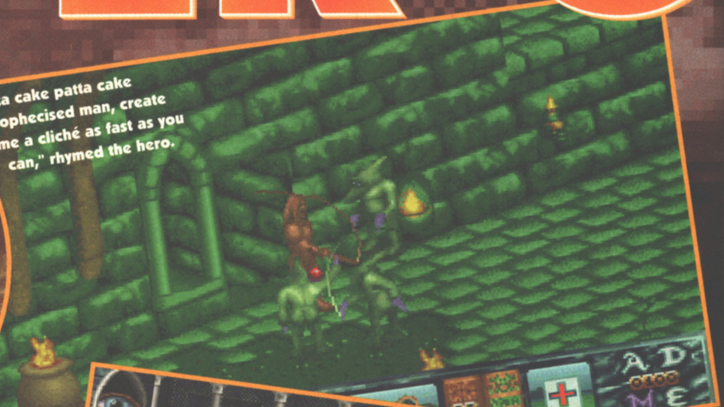
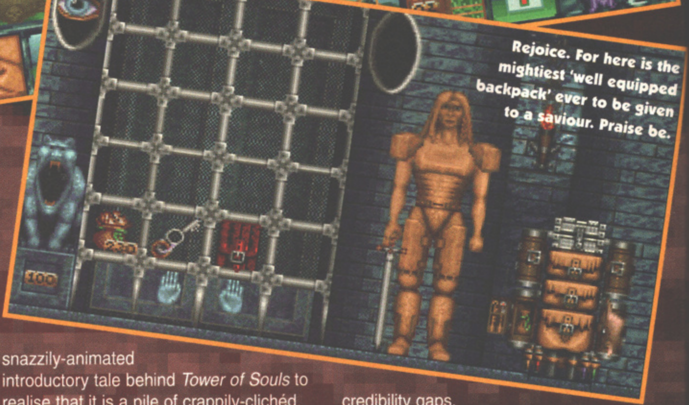
Publishers: Black Legend
Authors: Parys Technographx
Price: £30
Release: Out now



The Evil came blah, took over the land blah, child prophecised to save the day blah, vote Labour blah.



"Patta cake patta cake prophecised man, create me a cliché as fast as you can," rhymed the hero.



Rejoice. For here is the mightiest 'well equipped backpack' ever to be given to a saviour. Praise be.

From the shimmering heights of their awesomely fearsome tower, the Four Cyclists of the Apocalypse heeded the call of AMIGA POWER. Flew down in fury upon the earth did they, shattering the illusions of software developers hoping to make a quick buck. Cringe in terror at the truth and power of the words unleashed against Black Legend's role-playing game *Tower of Souls,* did lesser beings. Cringe in terror, yea, and hide themselves.

"It transgresses against all the values our representatives on earth, the mighty beings of AMIGA POWER, deem worthwhile," boomed the First Cyclist, who really should have known better, but didn't, due to an enduring megalomania complex for which there was no known cure other than death by lethal injection.

"RPGs are for pretentious sentimental control freaks with more spare time and imagination than sense," hissed the Third Cyclist of the Apocalypse reinforcingly, promptly tucking into yet another bowl of Weeta Flakes as if to prove his judgmental credentials.

"Perhaps it is so," countered the Second Cyclist, divine mighty being of justice and humanity to all – even Big Issue vendors – "but do not forget that many of our favourite games are RPGs and that several of them now reside in the reverent annals of the AMIGA POWER All-Time Top 100."

"Be more thoughtful in future," commanded the Fourth Cyclist, "for if you do not pull your sinister cloak up, we will be forced to resort to four disks on the cover to attract readers rather than relying upon superior editorial content."

The Third Cyclist dipped his hood in shame. His condemnation of RPGs had indeed been ill-considered and out-of-hand. He resolved to play *Tower of Souls* in depth, looking specifically for some kind of saving grace which would earn the game clemency from a damningly poor final score. He put aside his bowl of cereal and, after a time, was ready to pass judgment.

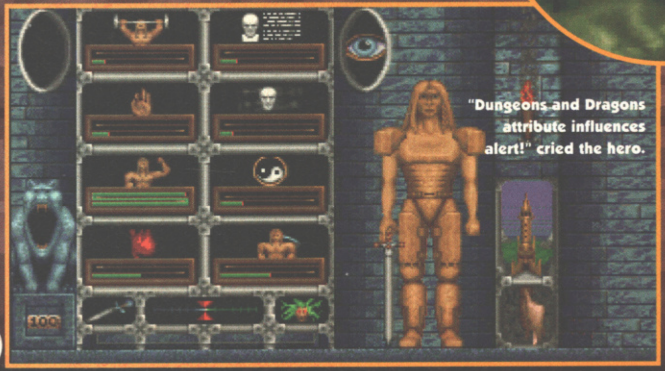
TUNNELS

The copy of *Tower of Souls* sat quivering upon the Cyclists' infernal device of judgment. To each side was a balance on which the evidence for and against its damnation would be weighed. The others waited in silence as the Third Cyclist turned to the Balance of Doom.

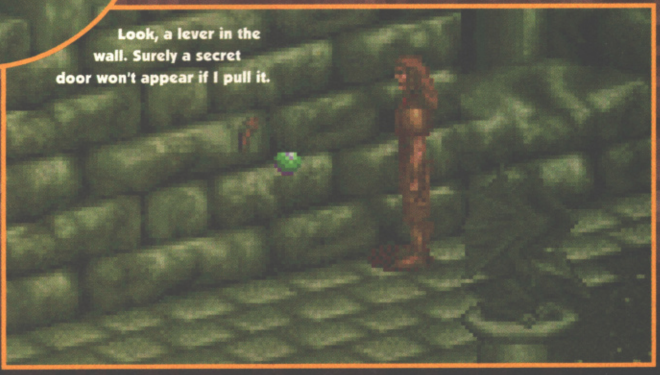
"You have only to read the snazzily-animated introductory tale behind *Tower of Souls* to realise that it is a pile of crappily-clichéd, stinkingly-stereotypical fantasy roleplay excreta," he commenced. The scale creaked ominously. "The story is so unoriginal, it feels as if the writer has taken a degree course in unoriginal RPG plots and picked up a first in mediocrity. Demons, crystals, milking the essence from a fair land that used to be free and nigh-impenetrable tower fortresses – all have a place in a plot that has too many credibility gaps, even for a fantasy romp. For is it not written that, with an RPG such as this, the plot should drive the game so that the player always feels as if they're involved with something at least half-relevant to the on-screen action? It is. And yet this is not so with *Tower of Souls.* The plot exists solely to justify plainly ridiculous anomalies such as the orphaned lone champion hero finding himself gifted with not only a sword but also a well-equipped backpack. A backpack, I add, that doesn't even appear on your animated figure, becoming fat with collected objects without even slowing your hero down.

"The plot speaks of two major

Hmm, I thought lunch smelled a bit strange.



"Dungeons and Dragons attribute influences alert!" cried the hero.



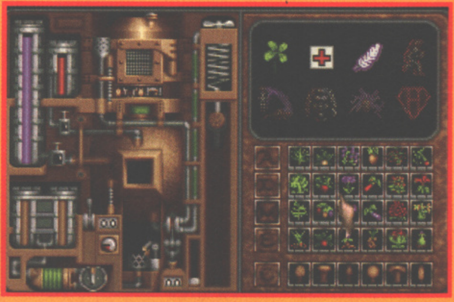
Look, a lever in the wall. Surely a secret door won't appear if I pull it.

OF SOULS

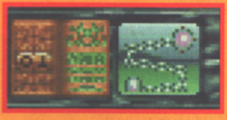
iggle it, just a little
it, you've got to
iggle it just a little
it. Every time. Jeesh.

s the
pped
iven
be.

HELL'S BELLS – IT SMELLS OF SPELLS



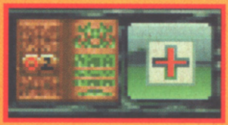
Seasoned role players will love creating new spells using this alchemy chest. You have to mix ingredients and blood. Yum.



Of the four different kinds of spell, this is an attack one.

Enchant weapons for better hits with equipment spells.

Protect yourself better with the defence spell option.

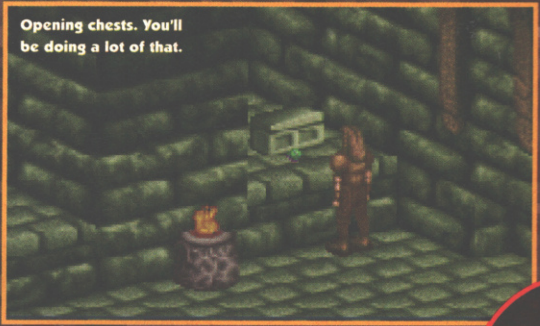


The medikit spell is the most abused of them all.

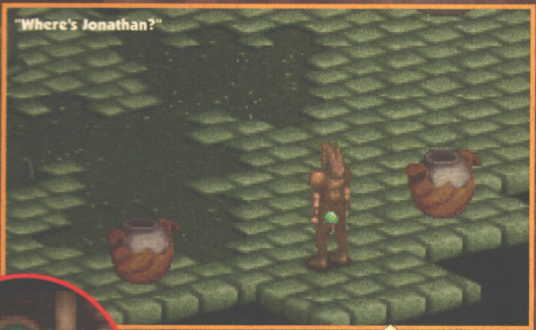
obstacles to your success. The first is a legion of undead creatures conjured from the bodies of the victims of the blighted land. The other is a series of locked doors." The Third Cyclist gestured in the manner of a nativity play shepherd. "Oh no! The locked door's coming to get me!" The Fourth Cyclist chuckled appreciatively, but was silenced with heavy looks from his companions.

"This, I fear, is what the game comes down to," continued the Third Cyclist. "Your first task is to switch off all of the pump systems throughout the tower. This translates into exploring the whole construction, opening every chest, checking every wall adornment so as not to miss any secret doors, and picking up every object in case it is vital to the creation of a magic potion. The game feels as if you are engaged in tedious housework, or worse, playing *Valhalla* without the saving grace of the annoying speech or puzzle element. For example, some chests can only be opened using lockpicks. You have four such tools, and open the chests by jiggling the mouse around and trying each lockpick in turn. It is time-wasting and tedious in the extreme, and adds absolutely nothing to the atmosphere.

"And that, apart from some crap fighting and avoiding mechanical tricks and traps (a wearisome process involving seeing which part of the path the trap will smother, and then carefully walking around that part), is all there ever is to do in *Tower of Souls*. It plays like the introductory level in Advanced Dungeons and Dragons, and is tedious, dull, pedantic, systematic, clichéd and unoriginal. Even the most stupid, die-hard RPG fan will turn up their nose at this offering. It is an insult to their intelligence."



Opening chests. You'll be doing a lot of that.



"Where's Jonathan?"

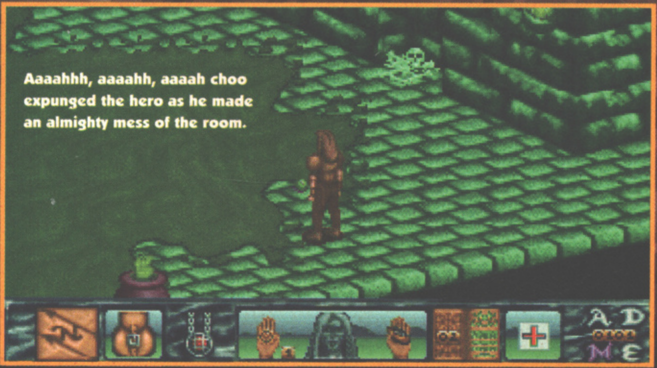
"The trap will smother"

TROLLS

The Third Cyclist turned to face the Balance of Mercy, already pressed against the floor, its hinges squeaking. "But in its favour," he added, "its graphics are fairly luscious, and its execution competent." The scale shifted a fraction of a micron. With a heavy heart but a clear conscience, the Third Cyclist pulled on the lever that opened the portal direct to Game Hell. The Cyclists watched *Tower of Souls* plunge in without remorse or fear of reprisal.

"Justice is done," concluded the First Cyclist as the Third once more took his place beside his brethren. "Let our representatives on earth have no further need to call upon us, for next time we shall not be so generous." *(Welcome back, Steve. – Ed)*

● *SCOTT CLAYMORE*



Aaaahhh, aaaahh, aaaah choo expunged the hero as he made an almighty mess of the room.

A1200

▲ **UPPERS** The graphics are more than competent, they're lush. The plot is more to be pitied than scolded. It's hard drive-installable.

▼ **DOWNERS** The plot is more to be pitied than scolded. The repetitive tediousness of searching walls and gathering objects is mind-numbing. You'd be much better off doing the dishes or mowing the lawn.

THE BOTTOM LINE

Dull, dull, dull. Hopefully the rather low mark will encourage the programmers to improve the 'interactivity' of their 'game engine'. And write a better plot.

34 PERCENT

THE BOTTOM LINE

A500

No A500 version ("Couldn't handle it," apparently), but there will be a CD32 version in July, with extra bits.

BLOODNET A500+

Party all night. Sleep all day. Never grow old. Never die. Be played by Kiefer Sutherland. Oh no!

Runs on: A500+, A600
Publisher: Gametek
Authors: Take 2 and Teeny Weeny Games (original game), Catfish (conversion)
Price: £30
Release: Out now

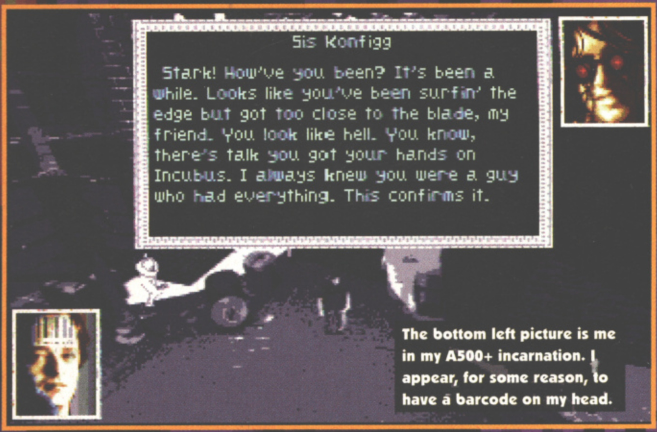
There was this episode of Tiny Toons recently, called Sepulvedra Boulevard. It was a parody of Sunset Boulevard, and it was spot on. The thing is, Sunset Boulevard is a strange, grim and scary film, with faded film stars, sinister butlers and a no-goodnik journalist who narrates the picture from the swimming pool in which he's been drowned. To see it in cartoon form (despite some of the worst animation yet this series) is even odder, and substantially more scary. Almost as much of a shock, in fact, as the unheralded arrival of *Bloodnet A500+*. When the original was reviewed in issue 47, I passed on Gametek's comment that the conversion was "many months away". They had lied to me, as have so many others.

PLAISANCE

Bloodnet, the everyday story of a vampiric 'cyberpunk', is a terrific point-and-click adventure. There are gangs and guns and murders in 'cyberspace' and monsters in it, and the world's best conspiracy, and interesting characters that are not, for example, orcs, and everything. The A1200 version overcame its gigantically unpleasant controls and annoyingly fiddly room exits to charm me with its tremendous plot, non-linearity and magnificently amoral stance. This A500+ game is exactly the same except in two vital respects: there is no sound (which is good – the music spilled from the synthesiser of Satan), and there is no 'dialogue replay' (which is alarming – the trick to *Bloodnet* is that it's a well-written story, with reams of clue-packed dialogue. The 'dialogue replay' was a godsend, allowing you to recall any conversation with the aid of the 'neural implant' that was fighting to prevent you fully turning into a vamp. It was slightly poorly done – the list was arranged by time of conversation with the most recent first, and as you'd likely talk to people more than once you ended up with, say, six conversations with Walter and had to check through each one to find the tittle-tattle you wanted – but vitally important. Missing it out is a disappointment, as you have to go back to scribbling notes on pieces of paper to remind you who's up to what).

The other thing about *Bloodnet A500+* is that, like the A1200 original, it's impossible to play from floppy. Although there are only eight disks this time round instead of twelve, doing the slightest thing requires at least three swaps under the sinister gaze of a hideous control routine that insists you insert a disk, wait for the Amiga to recognise you've done so AND THEN PRESS A MOUSE BUTTON TO COAX THE GAME INTO READING IT. The disks themselves appear badly arranged as well – there's far too much half-second accessing of lots of disks, rather than lengthy accessing of one or two. If you want to play the game without having its persuasively saturnine atmosphere shattered like an ill egg hit with a big building, BUY A HARD DRIVE. The slightly fiddly install procedure (involving making special save and 'boot' disks) is a necessary evil, and pales beside the floppy version's 13 disk swaps just to start the game. Or so I'd imagine, for as I set out to check the hard drive version worked properly, it turned out SOMEONE WHOSE NAME WE KNOW had stolen our A600 hard drive along with most of our good games such as *CD32 Roadkill*, which is why we weren't able to put the intro animation on last month's cover CD. It's great being us.

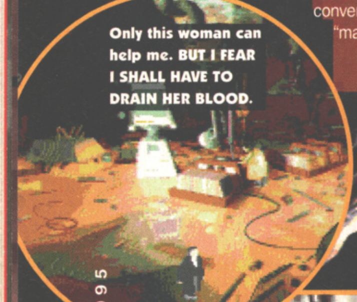
● *JONATHAN NASH*



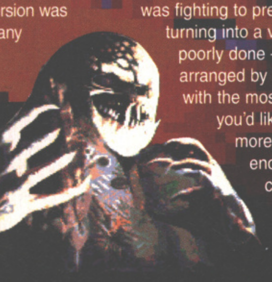
Sis Konfigg

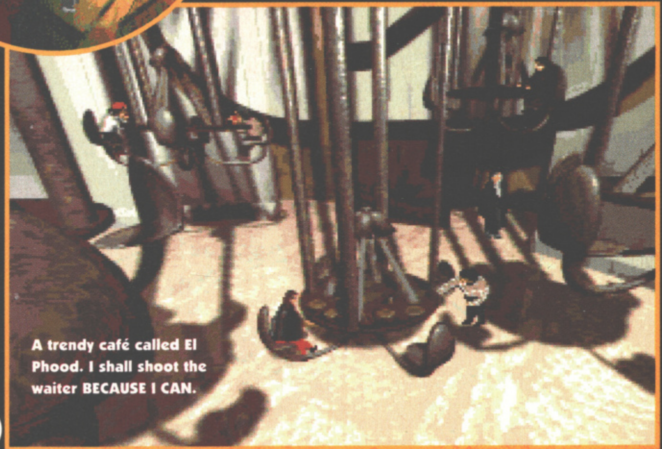
Stark! How've you been? It's been a while. Looks like you've been surfin' the edge but got too close to the blade, my friend. You look like hell. You know, there's talk you got your hands on Incubus. I always knew you were a guy who had everything. This confirms it.

The bottom left picture is me in my A500+ incarnation. I appear, for some reason, to have a barcode on my head.



Only this woman can help me. BUT I FEAR I SHALL HAVE TO DRAIN HER BLOOD.





A trendy café called El Phood. I shall shoot the waiter BECAUSE I CAN.

UPPERS Great plot. Tremendous storytelling. Good dialogue as well – the characters are neatly delineated. You don't have to search for objects or walk over to people to talk to them. Crafty puzzles that stem from the story. Refreshingly grim and amoral. It's non-linear. It still has the line "Ram it, Stark – I got Chinese to debug" in it.

DOWNERS You really can't play it from floppy. It doesn't run on A500s. There's no 'dialogue replay'. The colours are a bit washed-out. You can't tell who's who in a fight because everyone's represented by the same sprite. The controls are off-puttingly complicated. Slightly slower than the A1200 version, which is a bind when you're trying to get through doors.

THE BOTTOM LINE

Clever, well-scripted, thoroughly engrossing adventure that is fun IF YOU HAVE A HARD DRIVE. The loss of the 'dialogue replay' is really annoying – with so much meaty dialogue you do need to be able to recap previous conversations at your convenience. I ruthlessly banish one of its marks for this deficiency.

89 PERCENT

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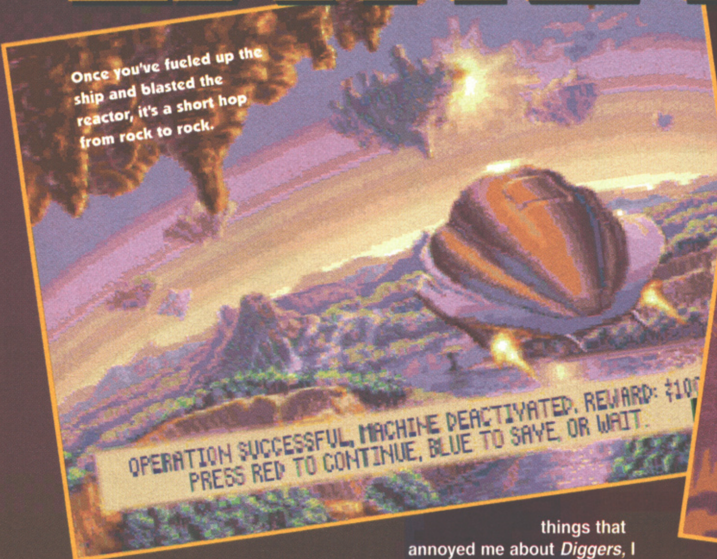
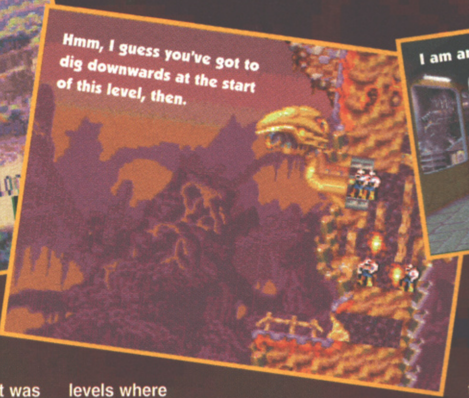
EXTRACTORS

With the fall of the Soviet Union, there are a lot of factories in Tazhakstan making these now...


Once you've fueled up the ship and blasted the reactor, it's a short hop from rock to rock.

OPERATION SUCCESSFUL, MACHINE DEACTIVATED. REWARD: $10
PRESS RED TO CONTINUE, BLUE TO SAVE, OR WAIT.


Hmm, I guess you've got to dig downwards at the start of this level, then.

I am an intro man. This is my stick.

Game: Extractors
Runs on: CD32
Publisher: Millennium
Author: Toby Simpson
Price: £30
Release: Out now

Over the years, my tolerance for this sort of thing has been much reduced. After an hour of screaming profanities at the screen and trying to work out exactly what the *("Flip" – Ed)* was going on in the game, I thumbed my way through a well-used copy of issue of issue 30 to confirm my worst fears – I'd given *Diggers* (the game to which this one's a sequel) an astonishing 80%. The odd thing was that although I'd mentioned all the things that annoyed me about *Diggers*, I hadn't marked it down for them. Why? Well, I was new to this and it was the first CD32 specific game, so maybe in my naive youth I thought a good mark might aid sales. But thankfully, the next issue, Tim Norris gave the A1200 version a more realistic mark of 72%, letting me off the hook somewhat. Phew, eh? Tim's main criticism was that although *Diggers* was noble, well programmed and a truly novel idea, playing it was as much fun as an eight hour shift on the checkout at Sainsburys, which is as good a point as any to start talking about *Extractors*.

Diggers was set on sprawling levels where you had to develop a mine system and extract as many jewels and minerals as possible, reaching a set level before your computer controlled opponents did. You could break into their mine workings, sabotage them or even kill the baddies with explosives, or you could just buy lifts, rail tracks and digging machines and diligently search for the goodies. It was a good idea, but after a few hours, a whole load of problems emerged, of which all but a few have been sorted out for *Extractors*.

The levels on *Diggers* were huge, and the players were supposed to search them to find the richest veins of jewels.

This never happened of course, so most people only saw a fraction of the game. *Extractors* is set on 30 floating rock worlds (24 big ones, 5 timed bonus asteroids and a final, end of game one) that are pretty compact. You can't dig through gravel sections and so are restricted to the soil bits of each asteroid, which are invariably packed with jewels and goodies.

> "The preposterous notion that it'd be fun"

EXHALERS

The competition aspect of *Diggers* just didn't work. In theory it seemed fine, but frequently you played for three hours only to be told that your opponents had won, which was howlingly annoying. *Extractors* sets you better defined goals. On each rock, you've got to find and destroy a power generator and then get enough fuel to fly to the next rock. Excavated jewels give you money to buy things, and after knocking out 24 generators, the defence shield on the final level will be deactivated, allowing you to plunder the last asteroid.

To thwart your plans are roaming monsters and mercenaries, but the main obstacle is finding your way from your ship to each generator, in a *Lost Vikings/ Fury of the Furries* kind of way. Tunnels have to be made, floating platforms bought to transport team members over and across obstacles and baddies have to be taken out with missiles and explosives, but the game revolves around teleport poles. Each creature in your team can teleport between these poles, so by saving up for them and placing them carefully, only the first member has to cross the tricky bits to plant a new pole, and the others can just warp in, which is a great idea.

The control system of *Diggers* was an ill-conceived, badly implemented and limply tested nightmare, and unfortunately, this is

THE INEVITABLE 'TRADE JEWELS FOR EQUIPMENT' SECTION

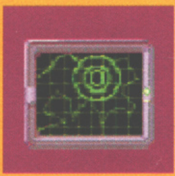
Dynamite for killing and demolition.

A force shield to block passages.

Bandaids for the good of your health.

Fuel in case you can't dig out enough.

A monster magnet to detain bad men.

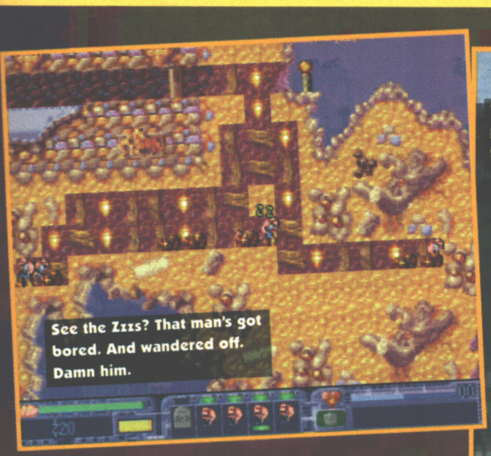

A seizmic (sic) map showing all jewels.

Missiles. Plonk the launcher near baddies

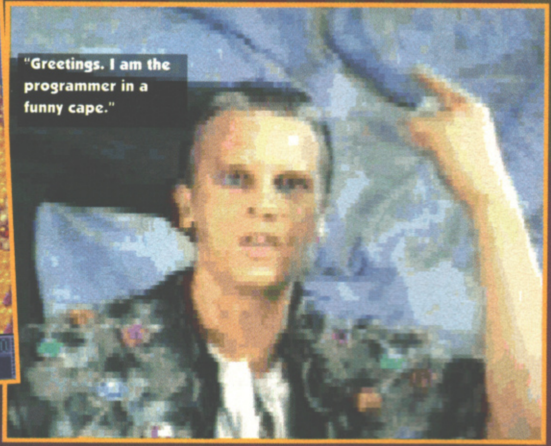
Floating platforms act as steerable lifts.

Telepole. The most essential bit of kit.

Digger. Up and down version also available.



See the Zzzs? That man's got bored. And wandered off. Damn him.



"Greetings. I am the programmer in a funny cape."

where *Extractors* starts its slippery descent to mediocrity. *Extractors* gives you up to five team members to control, which in itself is a tricky proposition. You can at least make them jump now, so they can usually avoid plummeting down vertical shafts, and also make them stop by pressing a single button rather than trying to rush through numerous menus, so some improvements are evident.

EXHUMERS

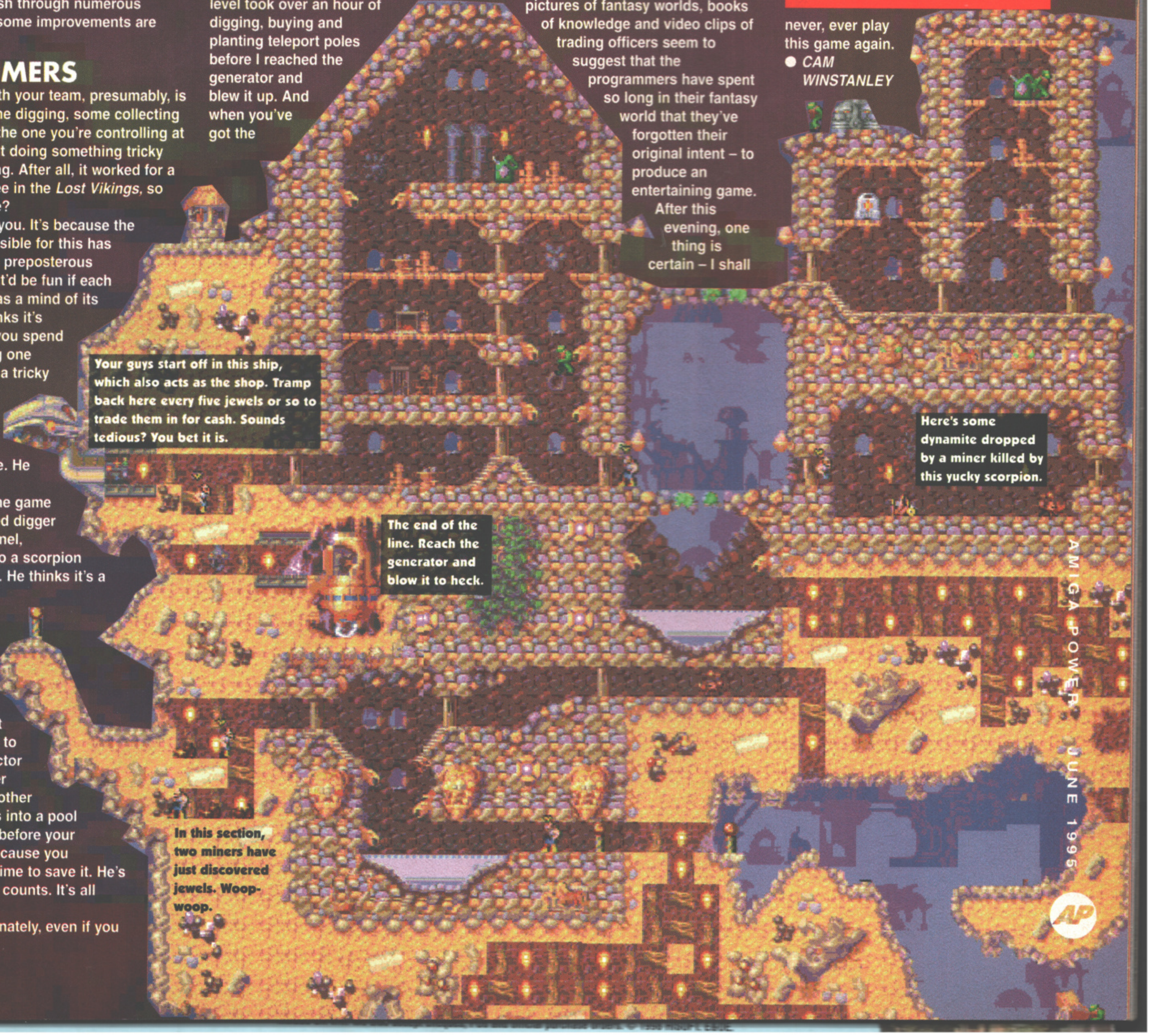
The idea with your team, presumably, is to have some digging, some collecting jewels and the one you're controlling at that moment doing something tricky and involving. After all, it worked for a team of three in the *Lost Vikings*, so why not five?

I'll tell you. It's because the man responsible for this has retained the preposterous notion that it'd be fun if each character has a mind of its own. He thinks it's amusing if you spend ages getting one extractor to a tricky spot only to have it get bored and teleport back to base. He thinks it's improving the game when a bored digger leaves a tunnel, blunders into a scorpion and is killed. He thinks it's a hoot when you've got three seconds of fuel left on a floating platform that you're using to get an extractor up to another level, but another one wanders into a pool and drowns before your very eyes because you haven't got time to save it. He's wrong on all counts. It's all terrible.

Unfortunately, even if you took out this clearly stupid free-will stuff, it still wouldn't save the game, because as Tim mentioned two years ago and I've found out to my cost over the past three days, playing *Extractors* is a completely fun-free experience. Even on my third go, the first level took over an hour of digging, buying and planting teleport poles before I reached the generator and blew it up. And when you've got the survivors back to the ship, then what? Another level, and another. Then another 20 odd. Sob.

The time-restricted asteroid levels try to impart a sense of urgency and fun into the proceedings, but with minimal success. The endless pretty pictures of fantasy worlds, books of knowledge and video clips of trading officers seem to suggest that the programmers have spent so long in their fantasy world that they've forgotten their original intent – to produce an entertaining game. After this evening, one thing is certain – I shall never, ever play this game again.

● *CAM WINSTANLEY*



Your guys start off in this ship, which also acts as the shop. Tramp back here every five jewels or so to trade them in for cash. Sounds tedious? You bet it is.

Here's some dynamite dropped by a miner killed by this yucky scorpion.

The end of the line. Reach the generator and blow it to heck.

In this section, two miners have just discovered jewels. Woop-woop.

UPPERS It's well presented, the game looks good and there're hours and hours of entertainment if you get into it. Big 'if.'

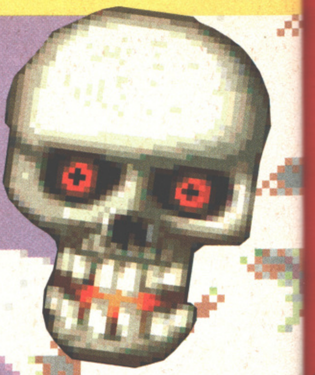
DOWNERS Letting the characters wander around on their own is an almost fatal mistake that should never have appeared in the original, let alone this sequel. The levels take far too long to complete – numerous smaller levels would have been better. It's about as interesting to play as solo Monopoly.

THE BOTTOM LINE

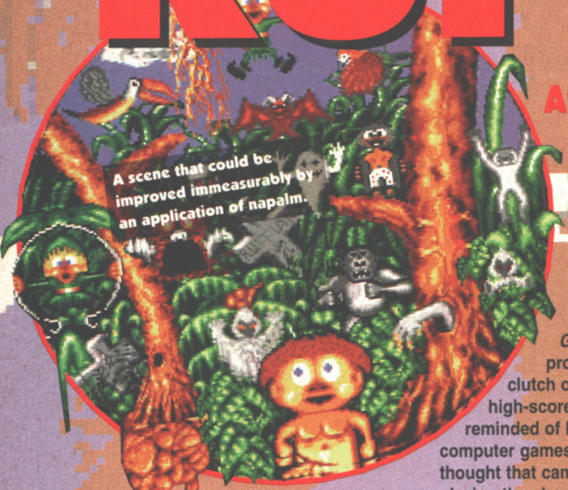
It's clever, it's involving and it's wonderfully put together, but unfortunately it's just zero fun to play. Each level takes too long, each action's too laborious. The controls clunk and wheeze you through an emotionless and unengaging game that's flawed in concept rather than execution.

62 PERCENT

RUFFIAN



At least cads and scoundrels have the saving grace of being played by George Sanders or Terry-Thomas.



A scene that could be improved immeasurably by an application of napalm.

Runs on: A500, A600, A1200
Publishers: Grandslam
Price: £20
Authors: Bob Tomlinson and Mike Farrington
Release: They still don't know

There's a story attached to *Ruffian.* Examined last month by Richard Doidge for inclusion in the Budgets section, the review wasn't printed for reasons of Richard leaving after his instructive two weeks' work experience and everyone else forgetting totally about the game. So here we are, a month later, with me sort of re-reviewing it (on the grounds that after we discovered it wasn't technically a budget game Richard's review was far too short, and also alarmingly dependent on pitiably unsuitable jokes about underwear), and, as Cam's preview in AP47 correctly predicted, I'm having a thoroughly miserable time.

Ruffian is a platform game set in a jungle, and you have to run around and rescue green blokes trapped in what appear to be balloons. There's a time limit to rescue them and a time limit to find the exit, some monsters, a 'spit' weapon and stuff and that and all.

Let's go.

> "Squirrelled-away green blokes"

TUFFIAN

We've had a run of fantastically entertaining CD32 games recently (*Shadow Fighter* and *Pinball Illusions,* and, er, 'pair' rather than 'run', then), which have gone some way to making up for my having had no good new returnable-to games to review since *Bloodnet* in AP47 and *Super Stardust* in AP42. 'Revisiting' the CD duo along with *Guardian* last week (and properly dismissing a clutch of pretenders from their high-score tables), I was reminded of how much fun computer games can be. It was a thought that came in handy while playing the aborted love-child of Satan and Gracie Fields that is *Ruffian.*

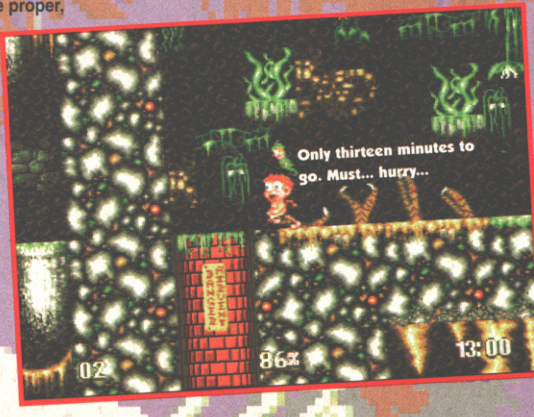
It's fast. I'll give it that: it's smoothly nippy. (In fact, you can make it even faster from the options screen, but that's obviously just to show off the programming, because you can't play it at the top speed.) What it isn't is any good. It's almost impossible to tell monsters from background graphics, and that's when they're not being deliberately concealed by the artist. He is much fond of his ability to hide things in the graphics is Mr Artist. Oh yes. Regrettably, he appears to have drawn the line at drawing lines, for instead of your energy level being shown by, say, a large coloured bar, it's represented by the number '100%' (or whatever) printed at the bottom of the screen between two other numbers. After a minute of play it's slipped beneath your awareness threshold, and consequently your 'ruffian' exploding in twain as it reaches '0%' is almost always a surprise. As is, in fact, the end of the game proper, for *Ruffian* neglects to tell you how many credits you have left, simply asking a 'Continue? (Y/N)' question until, suddenly, it doesn't any more and you're on the 'Game Over' screen. A screen (my, how this stream-of-consciousness stuff pays off) that displays, unskippably, huge numbers counting down your various bonuses, and which appears even if you quit the level, whereupon it obligingly counts down a massive 'time left' bonus.

TUMBLIAN

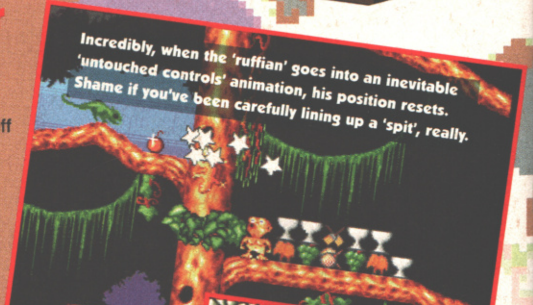
The 17 levels themselves are uniformly terrible. Cursed with a design that favours vertical, testingly small 'ladders' of platforms placed to coax you into falling off them and hence down through the entire arena back to the start, they mistake throwing increasingly silly numbers of monsters at you for enjoyable tricks and have an almost infinite capacity to annoy. They try to be clever, deploying huge drops and hard-to-get-at bonus bits, and squirrelled-away green blokes you have to angle your 'spit' to get at, and variable-height floors so you can hide behind a hill and shoot monsters otherwise beneath your line of fire, but their messy construction and the way you feel invincible until you're suddenly dead because of that wretched energy readout throws fat rabbits into the jet intake of their good intentions.

Ruffian is... readers? Thank you.

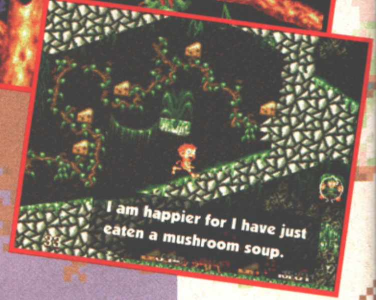
● *JONATHAN NASH*



Only thirteen minutes to go. Must... hurry...



Incredibly, when the 'ruffian' goes into an inevitable 'untouched controls' animation, his position resets. Shame if you've been carefully lining up a 'spit', really.



I am happier for I have just eaten a mushroom soup.

UPPERS It's fast and smooth, with big, big levels. The 'rock crumble' effect is the best ever. Invaluable 'helping hands' point out green blokes. There's no slippy-slidey ice world. Bob and Mike talked Grandslam into buying it. Well done, chaps.

DOWNERS Messy, confusing graphics and level designs that are lacklustre when they're not actively offensive. The 'ruffian' is pretty repellent as well. It feels like a PD game and plays like breaking your knuckles with the pole from a swing, and it does bad things to your head. 'Up' to jump. Ignores external drives.

THE BOTTOM LINE

"It's a game which just yells, 'Hey! Look at me! I'm grossly sub-standard!'", to quote Richard. Pay £6 more for *Bubble and Squeak A500,* and SAVE YOUR IMMORTAL SOUL.

10 PERCENT

THE BOTTOM LINE

A1200 "Doctor, this vanity screen backs onto an open window, and I can comprehend only simple negation." "Well, no change there, then."

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ULTIMATE SOCCER MANAGER

So is this the last one? It had better be.

Runs on: A500, A600, A1200
Publisher: Daze
Authors: Impressions
Price: £30
Release: Out now

Few things fill me with dread any more. At the age of 31 I feel I have become inured to most of life's harshness. Authority no longer frightens me, I know when to walk away from bullies and when to make a stand, and I can even contemplate the bleak oblivion of death with a wry smile. So when I found out that I was to review *Ultimate Soccer Manager* I was completely unprepared for the wave of panic and resulting cold sweats that I had to suffer.

Another football management simulation? What possible justification can there be for unleashing such madness on an unsuspecting populace? And can *USM* justify its existence?

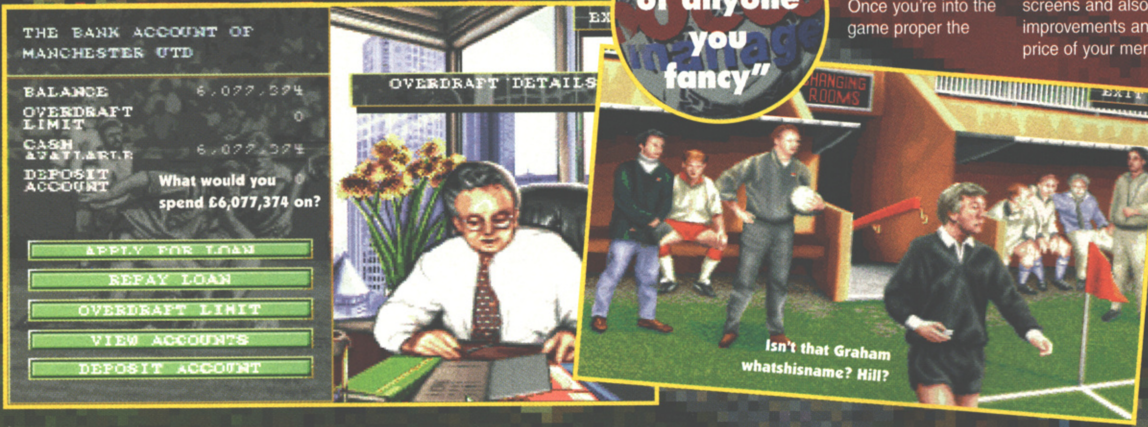
Well, yes it can. Although it promises a lot more than it delivers (of which more later). *USM* is one of the best presented, friendliest and most enjoyable football management games I have ever played.

USM lets you pick any existing team from the four leagues or the Conference and, well, manage it. At the start there is an option to edit players so you can bump up the skill levels of anyone you fancy. This is the only time you get to make any changes. Then you choose how much money you want to start with (between £250,000 and £5 million) and away you go.

Once you're into the game proper the presentation is fabulous, allowing you to switch easily between all the normal aspects of a footy manny game. There's an office where you can check all your player and club stats, buy and sell players, look up results and fixtures and receive messages; there's the chairman's office where you arrange sponsorship and advertising; there's the bank where you, er, bank; there's the training ground where you can hire and fire trainers, use them as scouts, and arrange the training schedules for your players; and, finally, there's the main overhead view of the stadium screen from where you can access all the other screens and also make ground improvements and raise and lower the price of your merchandising. *USM*'s a tidy package.

There are also lots of little touches that add extra interest. There're faxes that come through from players' agents telling you that they're not being paid enough, sometimes you'll be called to the chairman's office for praise or a dressing down, and there's a cleverly designed newspaper report of

> **"Levels of anyone you fancy"**

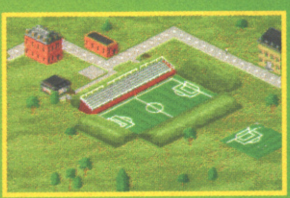

THE BANK ACCOUNT OF MANCHESTER UTD

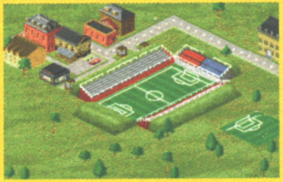
BALANCE 6,077,374
OVERDRAFT LIMIT 0
CASH AVAILABLE 6,077,374
DEPOSIT ACCOUNT 0

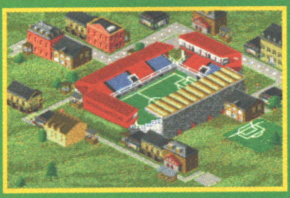
What would you spend £6,077,374 on?

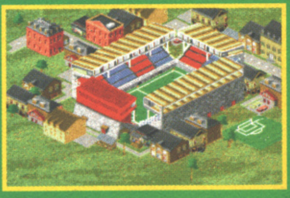
Isn't that Graham whatshisname? Hill?

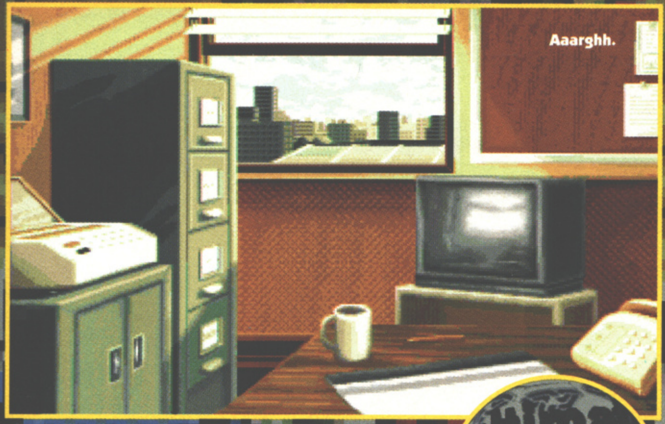
THE STADIUM THAT STEVE BUILT


Stage 1. You're a conference club with no money and no fans.


Stage 2. A season later on you've had a few successes and built some more stands and shops.


Stage 3. First Division contenders, you're already outgrowing this sort of ground.


Stage 4. You're bloomin' Manchester United, you are.


Aaarghh.

> “This is an illegal activity”

your team's performance each week.

I like *USM* a lot. I spent a long time playing it and enjoyed every minute of it. Well, nearly every. There are a few doubts lingering in my mind. So let's exorcise them now.

THE COMMERCIAL GAME

As I reported last month, the commercial game is supposedly *USM*'s big new gimmick – the thing that sets it apart from other footy manny games and makes it worth you throwing the other twelve in the bin and rushing out to buy this one. The financial aspect is supposed to bring in a whole new dimension to the game, but is in fact rather disappointing. Let's take it point-by-point.

- Stadium Improvements. The usual options of building more stands and improving them from terraced to seated. Plus the ability to build restaurants, cafés, bars and other merchandising sites. We've seen this before in *Premier Manager 3, On The Ball: League Edition* and so on.
- Merchandising. An extremely simple business sim. Put up the price of a scarf and, while fewer people will buy it, you make more profit on each sale. Lower the price of a scarf and more people will buy it but you make less profit on each sale. Don't worry. It's not as hard as it sounds.
- Sponsorship and advertising. You go to the chairman's office and somebody might offer you sponsorship. If they do you decide whether or not to take it. Taxing stuff. Advertising is a simple matter of choosing which ads to put up on the boards surrounding the pitch. Just like in *Premier Manager 3*.
- The bank. Put money in and out of a current and a deposit account.
- Betting and match rigging. Ring up the bookies and place a bet on your team winning or losing the next match. This is an illegal activity and may result in you getting sacked. Alternatively, telephone opposing managers and try to get them to throw games for money. Also, surprisingly, wholly illegal.

The commercial game is completely unsophisticated – a simple buying and selling model with little interest or challenge to offer.

AT EASE

USM's too easy. Bath City were promoted in the first season I played them. Manchester United won every match I played with them. Paul has been playing too, and even Leicester City won the FA Cup on his first season. A good football management game should have a challenge to it and should reward well thought out management decisions. Otherwise what's the point of playing it?

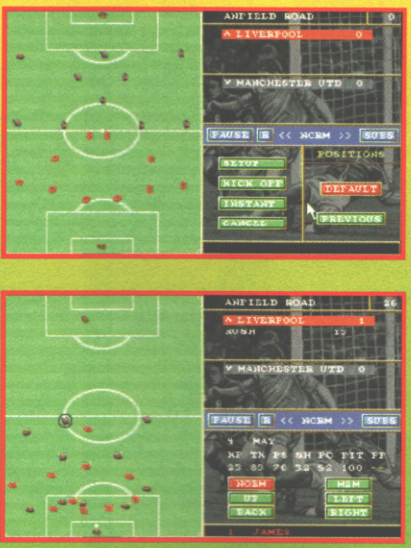
LESTAT

There're also oodles of player statistics in *USM*. If you want to know why I don't like that in a football game you should turn to the nearby feature and allow me to explain. In full.

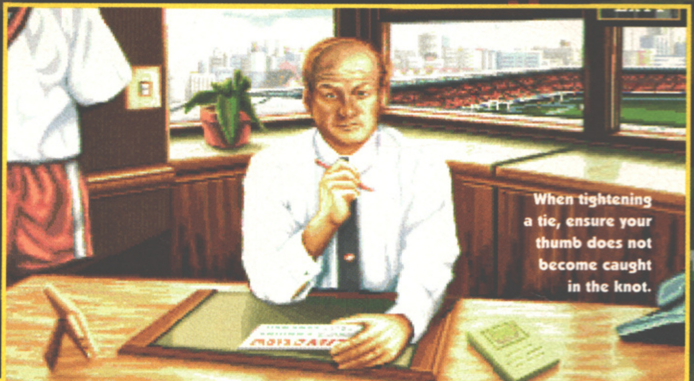
So, overall *USM*'s a fantastic game that's let down by being a bit too easy. Strangely though, and despite its ease, it is a game that grips you and won't let go.

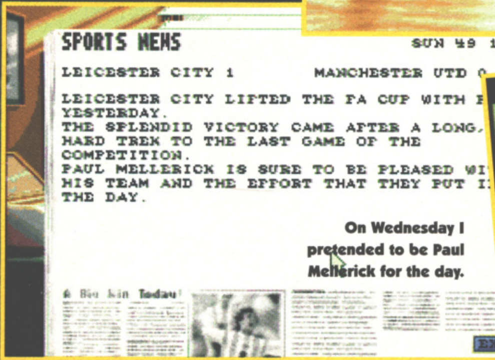
● *STEVE FARAGHER*

GOODYEAR BLIMP



The programmers of *USM* are really happy with this match control method. You have an overhead view of the game so that you can see what's going on clearly. You can issue orders to each player, telling them to push up, pull back, play more to the right or left and (providing they're defenders) man-to-man mark. This is really handy in practice, allowing you to, say, pick up on an opposition attacker who's playing well and get him marked. You can also control the speed at which the game is displayed. Cor, eh?

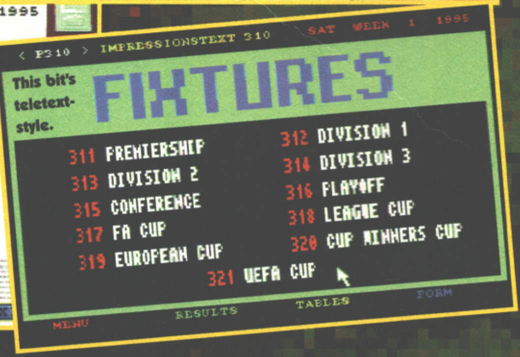

When tightening a tie, ensure your thumb does not become caught in the knot.


SPORTS NEWS SUN 49 1995

LEICESTER CITY 1 MANCHESTER UTD 0

LEICESTER CITY LIFTED THE FA CUP WITH
YESTERDAY.
THE SPLENDID VICTORY CAME AFTER A LONG,
HARD TREK TO THE LAST GAME OF THE
COMPETITION.
PAUL MELLERICK IS SURE TO BE PLEASED WI
HIS TEAM AND THE EFFORT THAT THEY PUT I
THE DAY.

On Wednesday I pretended to be Paul Mellerick for the day.


< P310 > IMPRESSIONSTEXT 310 SAT WEEK 1 1995

FIXTURES

311 PREMIERSHIP
312 DIVISION 1
313 DIVISION 2
314 DIVISION 3
315 CONFERENCE
316 PLAYOFF
317 FA CUP
318 LEAGUE CUP
319 EUROPEAN CUP
320 CUP WINNERS CUP
321 UEFA CUP

MENU RESULTS TABLES FORM

This bit's teletext-style.

UPPERS Beautifully presented. Wonderfully detailed. Absorbing and fun.

DOWNERS Not challenging enough. Too many (gnngh) stats. The commercial aspect doesn't add anything new to what is a truly fine game, but not a game as original and exciting as I hoped.

THE BOTTOM LINE

Can I really recommend that you buy this in place of your already perfectly good game? Well, yes I can. *USM* is great and will add renewed vigour to your interest in footy manny games. And if you've never tried a footy manny game before and fancy giving one a go then this is the one I would recommend without hesitation.

84 PERCENT

THE BOTTOM LINE

A500 We hadn't seen the A500 version at the time of going to press, but we were assured that it would have all the same features, but would be slightly slower and not have as many colours. It's coming on two disks (as opposed to the three for the A1200) and so should be fairly economical on disk swaps.

TACTICAL MANAGER 2

And you can only make one bid a week. Aaarghh.

Runs on: A500, A600, A1200
Publisher: Black Legend
Authors: Talking Birds
Price: £26
Release: Out now

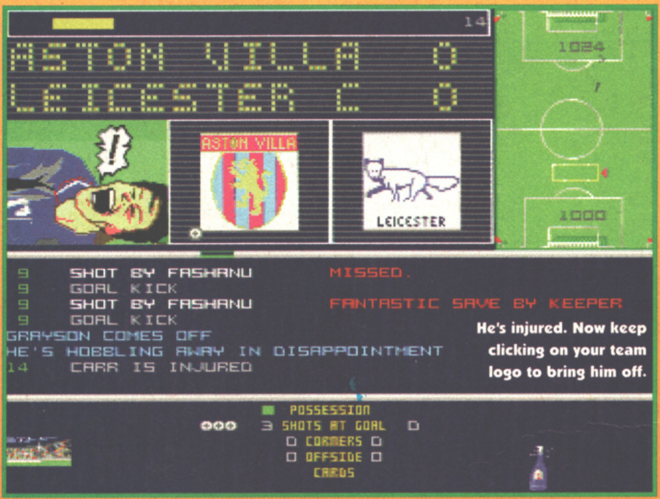
I'm not in a very good mood today. There are several reason for this, but two major ones: Firstly, I'm aching in places I didn't know even existed after venturing out and playing a proper game of football for the first time in about eight months. Secondly, and slightly more relevantly, *Tactical Manager 2* is one of the most infuriating and downright frustrating games I've played in a long time. Like I said, I'm in a bad mood.

You see, I like footy games (he said in a self-referential manner, pointing all interested readers to his little section in the footie feature on pages 20-25) to such a degree that even if one is as shoddily put together as *Tactical Manager 2,* I'll still keep playing it in the hope that it will get better. Or something. Which, although it sometimes pays off, is a policy that goes drastically wrong with *Tactical Manager 2.*

Still, the best thing about reviewing *Tactical Manager 2* here, in this part of the magazine, is that on the two previous pages you'll have seen the beautifully structured and gorgeously presented *Ultimate Soccer Manager.* And the old saying that a picture paints a thousands words couldn't be more apt. I mean just take a quick gander around these two pages and compare.

On the one hand, with *USM,* you've got carefully drawn offices and even a main stadium screen detailing all sorts of shops and things. Cute, isn't it? Well, sort of. But then this hand, *Tactical Manager 2,* you've got a pathetic sort of scoreboard thing and some boxes filled up with either cartoons or tons of text and/or figures.

And the worst thing is, it's like this most of the time. The whole set-up stays the same even when you're playing matches. The only breaks from this are the even more dull text screens such as league table and transfer lists. It's all so incredibly tedious.



```
ASTON VILLA   0
LEICESTER C   0
9    SHOT BY FASHANU          MISSED.
9    GOAL KICK
9    SHOT BY FASHANU          FANTASTIC SAVE BY KEEPER
9    GOAL KICK
GRAYSON COMES OFF
HE'S HOBBLING AWAY IN DISAPPOINTMENT
14   CARR IS INJURED
```

He's injured. Now keep clicking on your team logo to bring him off.

OWN

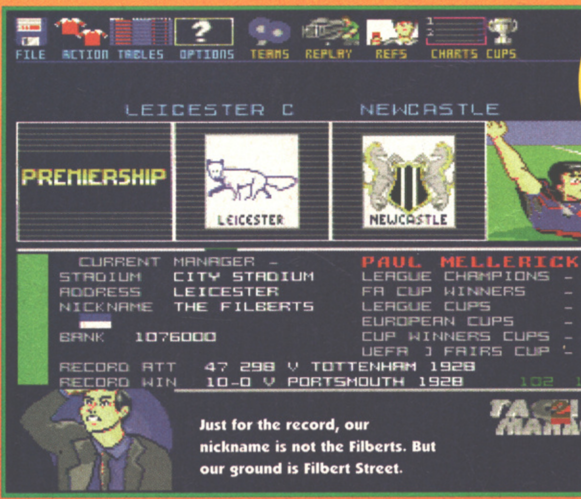
But, regular readers of a top quality and right-all-the-time magazine that you are, you'll know that graphics aren't everything. It's the game that counts. But unfortunately that's awful too.

A question: What is the most annoying and stupid flaw a footie management can have? My answer would be predictability. Just what is the point in taking control over your favourite team, only to find that the odds are so heavily stacked against you that you can do nothing but sit back and watch?

It's common knowledge that Leicester City aren't the best team in world, and after one season in the Premier League we're going back down to Division One. But that's real life, and I don't want real life. Yes, I want real statistics, but I also want the ability to affect events, to alter the course of history. And without enough money or the chance of getting any I can't alter my squad, so I can't strengthen it, so I can't improve it, so I can't win, so I get sacked.

Now all this might sound like sour grapes, so I tried playing as Blackburn Rovers and, of course, the opposite was true. I was winning everything. With the odds so heavily stacked in or against your favour there's really no enjoyment to be had. There's a moderate amount of chance to the game (just how did Grimsby Town get into the final of the Coca-Cola Cup?), but not much and certainly not enough to dispel the overall feeling that you're just along for the ride until the end of the season.

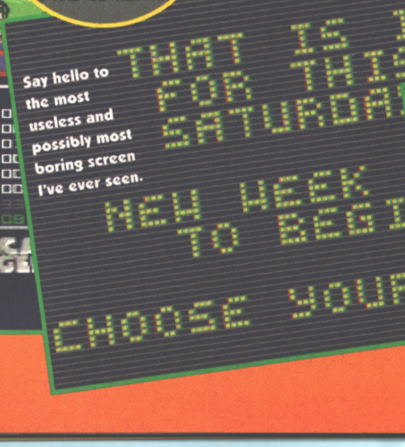
But the reason I dislike this game has more to it than the fact that I can't get Leicester further up the table



```
LEICESTER C          NEWCASTLE
CURRENT MANAGER -             PAUL MELLERICK
STADIUM    CITY STADIUM       LEAGUE CHAMPIONS      - 0
ADDRESS    LEICESTER          FA CUP WINNERS        - 0
NICKNAME   THE FILBERTS       LEAGUE CUPS           - 0
                              EUROPEAN CUPS         - 00
BANK    1076000               CUP WINNERS CUPS      - 00
                              UEFA ] FAIRS CUP      - 00
RECORD ATT    47 298 V TOTTENHAM 1928
RECORD WIN    10-0 V PORTSMOUTH 1928          102  108
```

Just for the record, our nickname is not the Filberts. But our ground is Filbert Street.

"Well, sort of"



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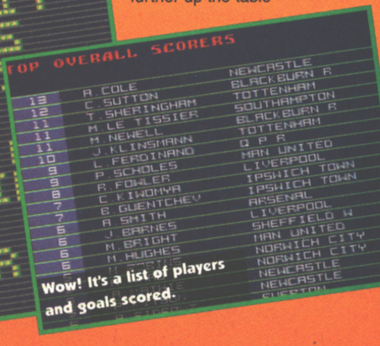
THAT IS IT
FOR THIS
SATURDA
NEW WEEK
TO BEGI
CHOOSE YOUR
```

Say hello to the most useless and possibly most boring screen I've ever seen.

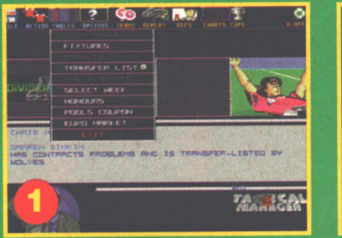


```
TOP OVERALL SCORERS
13   A.COLE          NEWCASTLE
12   C.SUTTON        BLACKBURN R
11   T.SHERINGHAM    TOTTENHAM
11   M.LE TISSIER    SOUTHAMPTON
11   M.NEWELL        BLACKBURN R
10   J.KLINSMANN     TOTTENHAM
9    L.FERDINAND     Q P R
9    P.SCHOLES       MAN UNITED
8    R.FOWLER        LIVERPOOL
7    C.KIWOMYA       IPSWICH TOWN
7    B.GUENTCHEV     IPSWICH TOWN
6    A.SMITH         ARSENAL
6    J.BARNES        LIVERPOOL
6    M.BRIGHT        SHEFFIELD W
6    M.HUGHES        MAN UNITED
                     NORWICH CITY
                     NORWICH CITY
                     NEWCASTLE
                     NEWCASTLE
```

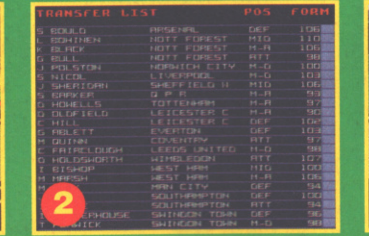
Wow! It's a list of players and goals scored.

TEDIOUS TRANSFER TIME

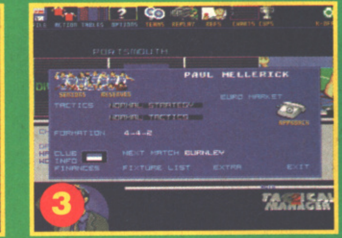
In most management games I've ever played you just take a look at the transfer list (or even define the parameters to look at certain players), click on the player you want and make a bid. It's simple and effective. But also way too easy for *Tactical Manager 2*. (The reason I'm showing you this is because I had to go through it, and I don't see why you shouldn't too.) The process is as follows:



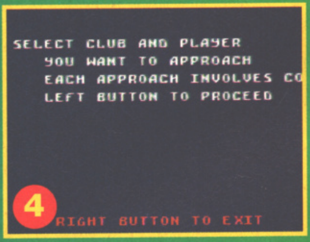
```
DARREN SIMKIN
HAS CONTRACTS PROBLEMS AND IS TRANSFER-LISTED BY
WOLVES
```



```
TRANSFER LIST                                POS     FORM
S BOULD            ARSENAL                   DEF      106
L BOHINEN          NOTT FOREST               MID      110
K BLACK            NOTT FOREST               M-A      106
G BULL             NOTT FOREST               ATT       98
J POLSTON          NORWICH CITY              M-D      100
S NICOL            LIVERPOOL                 M-D      103
J SHERIDAN         SHEFFIELD W               MID      106
S BARKER           Q P R                     M-A       93
D HOWELLS          TOTTENHAM                 M-A       97
D OLDFIELD         LEICESTER C               M-A       90
C HILL             LEICESTER C               DEF      102
G ABLETT           EVERTON                   DEF      103
M QUINN            COVENTRY                  ATT       97
C FAIRCLOUGH       LEEDS UNITED              M-D       98
D HOLDSWORTH       WIMBLEDON                 ATT      107
I BISHOP           WEST HAM                  MID      100
M MARSH            WEST HAM                  M-A      106
M                  MAN CITY                  DEF       94
                   SOUTHAMPTON               DEF      100
                   SOUTHAMPTON               ATT       94
I   ERHOUSE        SWINDON TOWN              DEF       96
T   WICK           SWINDON TOWN              M-D       98
```



```
PAUL MELLERICK
                                  EURO MARKET
TACTICS     NORMAL STRATEGY
            NORMAL TACTICS
FORMATION     4-4-2
CLUB
INFO          NEXT MATCH BURNLEY
FINANCES      FIXTURE LIST     EXTRA        EXIT
```



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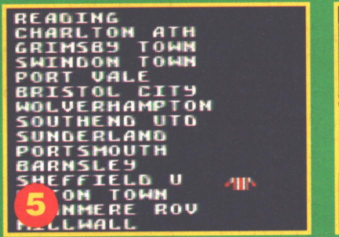
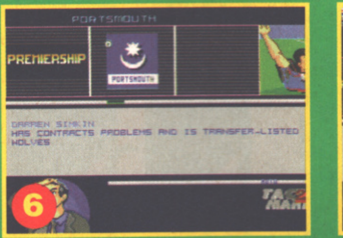
SELECT CLUB AND PLAYER
   YOU WANT TO APPROACH
   EACH APPROACH INVOLVES CO
   LEFT BUTTON TO PROCEED

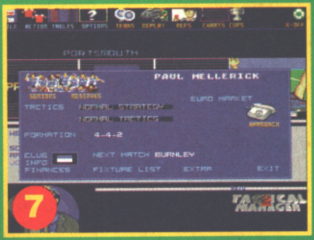
     RIGHT BUTTON TO EXIT
```



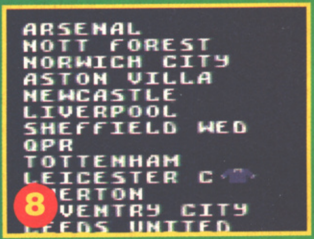
```
READING
CHARLTON ATH
GRIMSBY TOWN
SWINDON TOWN
PORT VALE
BRISTOL CITY
WOLVERHAMPTON
SOUTHEND UTD
SUNDERLAND
PORTSMOUTH
BARNSLEY
SHEFFIELD U
 ON TOWN
 NMERE ROV
 LLWALL
```



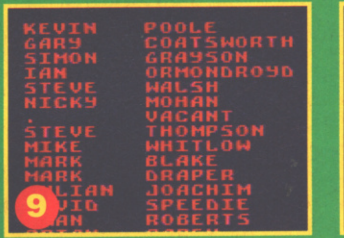
```
DARREN SIMKIN
HAS CONTRACTS PROBLEMS AND IS TRANSFER-LISTED
WOLVES
```



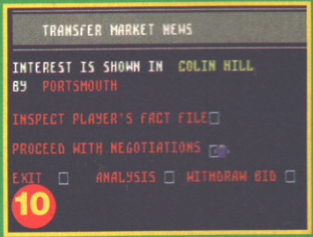
```
PAUL MELLERICK
                                  EURO MARKET
TACTICS     NORMAL STRATEGY
            NORMAL TACTICS
FORMATION     4-4-2
CLUB
INFO          NEXT MATCH BURNLEY
FINANCES      FIXTURE LIST     EXTRA        EXIT
```



```
ARSENAL
NOTT FOREST
NORWICH CITY
ASTON VILLA
NEWCASTLE
LIVERPOOL
SHEFFIELD WED
QPR
TOTTENHAM
LEICESTER C
 ERTON
 VENTRY CITY
LEEDS UNITED
```



```
KEVIN      POOLE
GARY       COATSWORTH
SIMON      GRAYSON
IAN        ORMONDROYD
STEVE      WALSH
NICKY      MOHAN
.          VACANT
STEVE      THOMPSON
MIKE       WHITLOW
MARK       BLAKE
MARK       DRAPER
 LIAN      JOACHIM
 VID       SPEEDIE
 AN        ROBERTS
```



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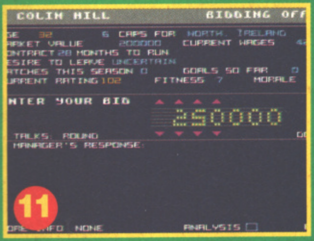
TRANSFER MARKET NEWS

INTEREST IS SHOWN IN  COLIN HILL
BY  PORTSMOUTH

INSPECT PLAYER'S FACT FILE ☐

PROCEED WITH NEGOTIATIONS ☐

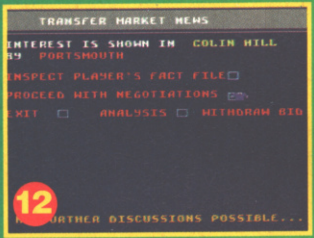
EXIT ☐   ANALYSIS ☐   WITHDRAW BID ☐
```



```
COLIN HILL                              BIDDING OF
GE    32          6 CAPS FOR  NORTH. IRELAND
ARKET VALUE       200000   CURRENT WAGES
ONTRACT 28 MONTHS TO RUN
ESIRE TO LEAVE UNCERTAIN
ATCHES THIS SEASON 0        GOALS SO FAR     0
URRENT RATING 102       FITNESS 7     MORALE

NTER YOUR BID
                         250000
 TALKS: ROUND
 MANAGER'S RESPONSE:

ORE  NFO  NONE             ANALYSIS ☐
```



```
TRANSFER MARKET NEWS

INTEREST IS SHOWN IN    COLIN HILL
BY  PORTSMOUTH

INSPECT PLAYER'S FACT FILE☐

PROCEED WITH NEGOTIATIONS

EXIT  ☐   ANALYSIS ☐   WITHDRAW BID

  URTHER DISCUSSIONS POSSIBLE...
```

1) Right, select the transfer list option.
2) Look at the list and see if you can spot a player you want. Well, Colin Hill looks cheap. We'll have him.
3) Right, back to the main menu and click on your team logo.
4) Now click on the phone marked 'Approach'.
5) Ooops, I forgot to switch over to Premiership on the main menu.
6) Right, that's done, click on the team logo (again).
7) Click on the phone marked 'Approach' (again).
8) Now choose the team the player you want to bid for plays with.
9) Choose the player you want to bid for from the team for which he plays.
10) Er, let's process with negotiations. (I think that means we're going to try and buy him.)
11) It says he's worth £200000, so we'll bid £250000.
12) Nope, too little and we can't make any more bids. Nnghh.

Imagine going through all that malarkey every time you want to buy someone. Personally, I'd rather have my fingernails ripped out one by one.

than 20th position or past the fifth round of the FA Cup. There's a distinct feeling of unfriendliness to the game that's partly due to the presentation and graphics, but not entirely.

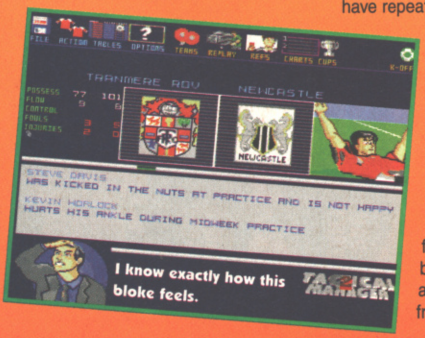
GOAL

The formation and team set-ups are ridiculously fussy with endless pointing and clicking to be done to get things the way you want them. Your physio can only treat ten players in a season. It can sometimes take forever to stop a game to change tactics. When a player is injured and has to be substituted the game doesn't stop, it just carries on regardless, leaving you one player short. You have repeatedly to go through the results of all the other matches being played instead of just having a list of them appear when your match is finished. And there are many, many more little niggles and annoyances.

It's titles like this that give football management games a bad rep, because it's tedious, action-less and downright frustrating to play. It's also dated – it's basically the same game as *Football Tactician* (AP29 61%) with updated data – and as such has been superceded by so many ideas and approaches that this really is bottom of the barrel stuff. In fact I don't want to think about it any more. Just get hold of *USM, Premier Manager 3* or something similar. Anything but this. Now, if you don't mind, I'm going to lay down somewhere to rest my aching limbs.

● ***PAUL MELLERICK***

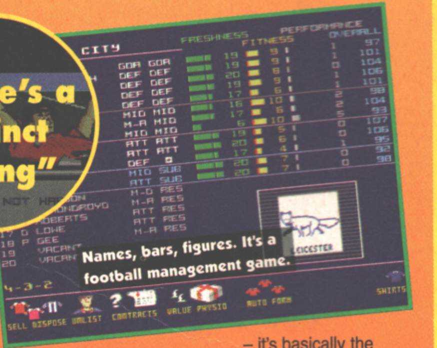
"There's a distinct feeling"



```
TRANMERE ROV            NEWCASTLE
POSSESS   77   101
FLOW       9     6
CONTROL
FOULS      3     5
INJURIES   2     0

STEVE DAVIS
HAS KICKED IN THE NUTS AT PRACTICE AND IS NOT HAPPY
KEVIN HORLOCK
HURTS HIS ANKLE DURING MIDWEEK PRACTICE
```

I know exactly how this bloke feels.



```
CITY              FRESHNESS        PERFORMANCE
                        FITNESS        OVERALL
                                         1    97
  GOA GOA          19    9              1   101
  DEF DEF          19    9              0   104
  DEF DEF          20    8              1   106
  DEF DEF          19    9              1   101
  DEF DEF          17    6              2    98
  MID MID          16   10              2   104
  M-A MID          17    6              5    93
  MID MID           6   10              0   107
  ATT ATT          19    5              0   106
  ATT ATT          20    6              1    95
  DEF              17    4              0    92
  MID SUB          20    7              0    98
  ATT SUB          20    7
  M-D RES
  M-A RES
  ATT RES
  ATT RES
  M-A RES
17 D LOWE
18 P GEE
19   VACANT
20   VACANT
4-3-2
```

Names, bars, figures. It's a football management game.

UPPERS Er, the information is up to date at the beginning of the season. And that's it.

DOWNERS The presentation, the graphics and everything to do with the game visually is absolutely appaling. And on top of that the game structure is amazingly unfriendly. Oh yeah, and I musn't forget the feeling of simply watching from the sidelines as things happen, possibly the worst fault a football management can have.

THE BOTTOM LINE

Don't buy it.
Don't buy it.
Don't buy it.
I mean it.

25 PERCENT

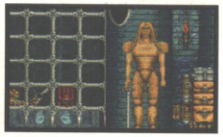
THE BOTTOM LINE

A1200 You don't really expect any 'enhancements', now do you?

POINTS OF VIEW

So, it's (sniff) farewell to Jonathan then. Unwashed, blackleg, traitorous, turncoat, double-agent scum.

OBSESSION


TOWER OF SOULS

BLOODNET A500+

EXTRACTORS

RUFFIAN

ULTIMATE SOCCER MANAGER

TACTICAL MANAGER 2

	OBSESSION	TOWER OF SOULS	BLOODNET A500+	EXTRACTORS	RUFFIAN	ULTIMATE SOCCER MANAGER	TACTICAL MANAGER 2
JONATHAN DAVIES	Epoustouflant ★★★★	Plouf! ★	Une référence ★★★★	Aïee ★★	Excrementissiney ★	I am not Jean-Claude Van Damme ★	Please let me stay ★
CAMERON WINSTANLEY	No Fantasies beater ★★★★	No fun ★	No different ★★★★	No reason to buy it	No ★	Haven't played it	Don't play them
STEVE FARAGHER	Bat 'n' Ball Hooray! ★★★★	Haven't played it	Haven't played it	No, no, no ★	Aha ha ha ★	Not bad ★★★★	I know your face ★
JONATHAN NASH	And the driving table ★★★★	Irwin Allen ★	Still great. ★★★★★	Ex-tractors. Eh? Eh? ★	Run, Ruffian, run. ★	Haven't played it	Spurious Update 2 (Steve's Joke) ★
PAUL MELLERICK	Haven't played it	Haven't played it	Haven't played it	Haven't played it	Haven't played it	Couldn't get off it ★★★★	Couldn't wait to get off it ★
GINGER ROGERS	Tappity tap tap ★★★★★	Cigarette me, big boy. ★★★★★	Tappity tappity ★★★★★	I said, cigarette me, big boy. ★★★★★	Fred? Fred? ★★★★★	Tap... tappity... Clunk ★★★★★	Haven't played it

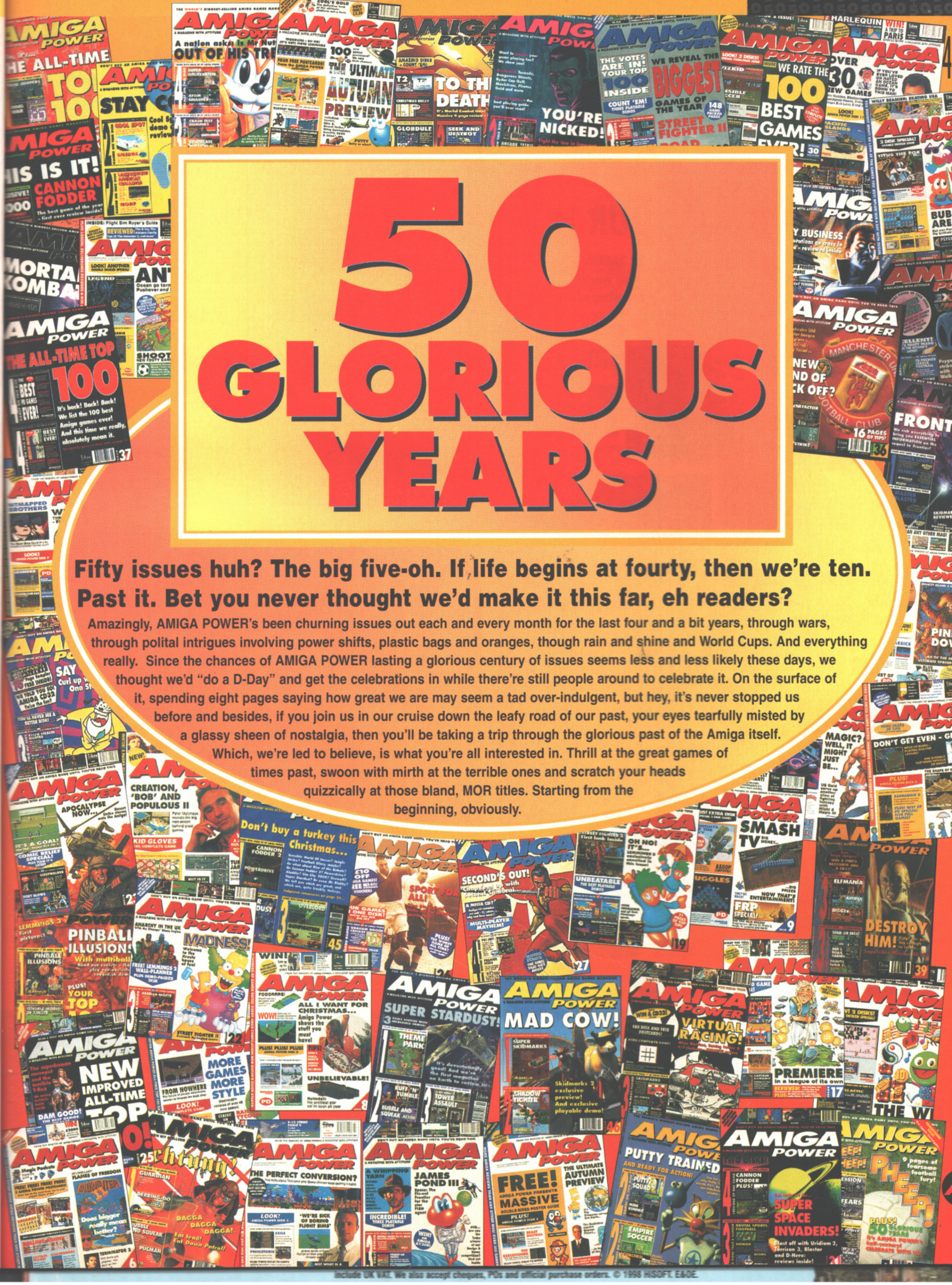
---

ON SALE 15TH JUNE

NEXT MONTH

MORE OF THE SAME. YET A BIT DIFFERENT.

The NEW WORLD ORDER of AMIGA POWER arrives as a new, young blood takes over the hot seat, sets his sights on the far horizon and blasts an AMIGA POWER InfoArmourPiercingMissile™ at the shell-shocked remains of the Amiga games industry. Something like that anyway.



50 GLORIOUS YEARS

Fifty issues huh? The big five-oh. If life begins at fourty, then we're ten. Past it. Bet you never thought we'd make it this far, eh readers?

Amazingly, AMIGA POWER's been churning issues out each and every month for the last four and a bit years, through wars, through polital intrigues involving power shifts, plastic bags and oranges, though rain and shine and World Cups. And everything really. Since the chances of AMIGA POWER lasting a glorious century of issues seems less and less likely these days, we thought we'd "do a D-Day" and get the celebrations in while there're still people around to celebrate it. On the surface of it, spending eight pages saying how great we are may seem a tad over-indulgent, but hey, it's never stopped us before and besides, if you join us in our cruise down the leafy road of our past, your eyes tearfully misted by a glassy sheen of nostalgia, then you'll be taking a trip through the glorious past of the Amiga itself. Which, we're led to believe, is what you're all interested in. Thrill at the great games of times past, swoon with mirth at the terrible ones and scratch your heads quizzically at those bland, MOR titles. Starting from the beginning, obviously.

AP1-10 THE "GOLDEN" ERA

Even though it seems like we've been around for ages, games such as *Populous, Prince of Persia, Speedball 2* and *Lemmings* were around long before AMIGA POWER hit the stands. Just as early Amiga games all ran on the humble A500, early APs were designed and laid out on rudimentary versions of the now mighty Quark Xpress, and looked a tad plain compared to today. And they were carefree, simple, almost naive days, when reviews actually bothered to fully explain how to play a platform game, or took time out to show you all the various external views you could get in a particular flight sim. It was here that we were lumbered with the title A Magazine With Attitude (instead of THE Magazine With Attitude) and when full-priced games rarely got less than 74%. What softies we must have been back then.

THE GOOD

Another World, Populous 2, First Samurai, F1GP, Cruise For a Corpse, Hunter.

Another World – another planet.

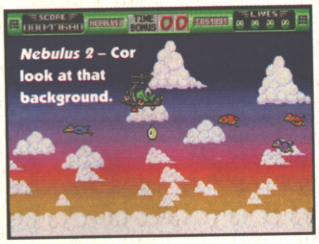
THE BAD

Space Ace 2, Life and Death.

Space Ace 2 – blimey.

AND THE FORGETTABLE

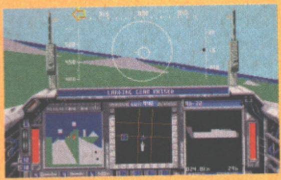
Super Space Invaders, Nebulus 2.

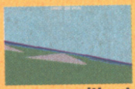

Nebulus 2 – Cor look at that background.

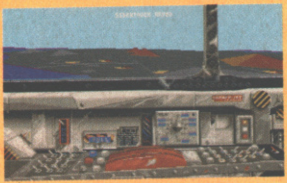
TOTALLY OUT OF YOUR HUD

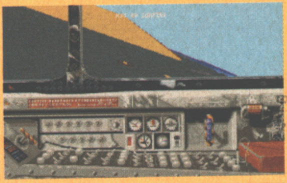
Can you believe it? In the first few months of AMIGA POWER, we actually thought there might be people who weren't aware of view options in flight sims. I wonder if we bothered to explained the principles of platform games too?

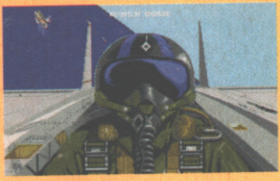
INSIDE THE COCKPIT


1. FRONT VIEW (with or...

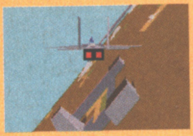

...without cockpit)

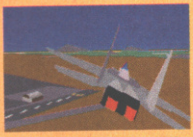

2. LEFT VIEW

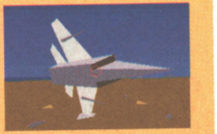

3. RIGHT VIEW

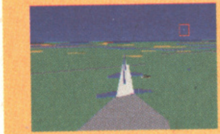

4. REAR VIEW

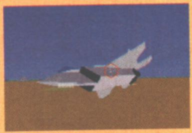
AND OUTSIDE THE COCKPIT

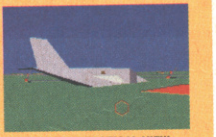

5. SLOT VIEW


6. CHASE PLANE VIEW


7. SIDE VIEW


8. MISSILE VIEW


9. TACTICAL VIEW


10. REVERSE TACTICAL VIEW

IT WAS A TIME OF

AMIGA POWER
WHAT CAR?
THREE GREAT RACING GAMES – BUT WHICH ONE IS BEST?
SLICKEST Formula One Grand Prix
FASTEST Lotus II
LOOK!
TERRIBLE COVERS

'CENTREFOLD' STYLE REVIEWS ON THEIR SIDES

LARGE PICTURES OF PROGRAMMERS. SORRY

ON THIS DAY IN HISTORY... ON THIS DAY IN HISTORY... ON THIS DAY IN HIS ORY

Still not convinced even after 50 issues that we're the mightiest games magazine in the universe? Witness the multitudinous ways we've altered the fabric of history, current philosophical thinking and, yes, even the very fabric of the space/ time continuum.

Tea time. Baghdad.

Feb 1991
Spurred on by the news that Amiga Format magazine will be including the legendary AMIGA POWER issue 0 in its next issue, Allied tanks and troops blast across the Saudi border and into Kuwait. In a bid to be home in time to read it, British troops (aided by some others) finish the war in exactly 100 hours and are on their way home within weeks, eager to discover what's in the top 100 games feature.

April 1991
AMIGA POWER 1 rolls off the presses and makes its way to the newstands. To allow the TRUTH to be read by as many nations as possible, EC ministers in Strasbourg agree to end 21 years of trade sanctions against South Africa.

THE BEST DAY... EVER

There's no doubt about the best day in the entirety of world history, and any decent book will tell you it – November 16th, 1522. On that day, as you probably know, the Spanish conquistador, conqueror of Mexico and suppressor of the Aztecs, Hernando Cortés, invented vanilla ice-cream, ensuring pleasure and dental problems for all of mankind.

But that's not what we're on about here. We decided to find the best single day in the history of the Amiga, the point that it was flying high and was the undisputed champion of all things gamey. After weeks of analysing newspapers, magazines and assorted electronic personal organisers from the past few years, we came up with the finalists. In true Oscar style, let's go in ascending order:

5. THE DAY 'THE JUGGLER' DEMO CAME OUT

We're not sure about the exact date, but we think it was some time in 1988 (ish) and it meant that instead of Dixons windows being filled with desperately dull 'Insert Disk' prompt messages, the world suddenly became aware of how great the Amiga's graphics were. Without a shadow of doubt, this rolling demo sold warehouses full of Amigas.

4. THE FIRST COMMERCIAL SERIAL-LINKED GAME

We don't know when it was, or what it was, but it was certainly a Good Thing. Playing games against other people is one of mankind's noblest ventures.

3. NOVEMBER '92

The day the A1200 was released at the Consumer Electronics Show in America was surely a great day for the Amiga. It's fast, it's 32-bit and it's the sort of thing that in a perfect world would carry on the Amiga name well into the mid '90s. However, it's still bitterly known as 'Stitched-Up Day' by all the people who bought A600s mere weeks before, and since the supply rapidly dried up, perhaps it's best not to dwell too much on this.

2. 9th JUNE '94

For this was the day a gloomy Dave Golder wandered into the AP office and said "I think this game's terrible and I can't play it, but I tend to think you lot'll like it." He was right. The game was *Gravity Force 2*, and the rest is history, although it's pipped to the post by...

THE BEST DAY IN THE AMIGA'S HISTORY 8th July 1993

For this was the day that AMIGA POWER 28 hit the newstands, signalling the highest point in the history of the Amiga. That single issue had *Syndicate* and *Dune 2* and *Gunship 2000* as reviews, had a *Stardust* demo on the cover and boasted a *Cannon Fodder* Diary of a Game, but it's not the magazine that makes the day, oh no.

It's the position the Amiga was in. The line-up was complete, from the humble A500 to the mighty A1200 and the potentially great CD32. The classic games were all in place and the enthusiasm was there. And despite the fact that games generally have got better and better on the Amiga, alongside undoubted gems such as *Zeewolf* and *Theme Park* have come crass cash-ins such as *Rise of the Robots*. Behind this single day lay a path of unrivalled and undoubtable Amiga greatness, in front of it a catalogue of bankruptcy, limited supplies and PC conversions. Truly, this was the Amiga's finest hour.

AP11-20 THE INDIE YEARS

"My real ambition is to review Kick Off 3 for AP"

"My Amiga is a games machine, pure and simple"

Editor Mark Ramshaw always wanted to work in the music press. And it showed.

The next decade started with absolutely the worst cover OF ALL TIME, but within a few issues, the Matt Bielby 'Golden Age' was over and Mark Ramshaw had taken over. Cartoon covers were the order of the day, but the pages still dripped with large colour photographs of programmers.

IT WAS A TIME OF:

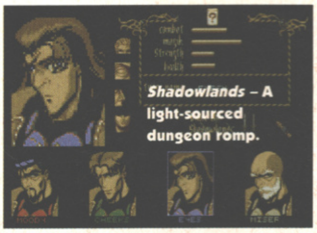
OPTIMISM. *Microcosm* was first announced in April '92, Bullfrog's *BOB* reemerged as *Syndicate*, and *Hired Guns* and *Walker* were enthusiastically announced in an Autumn preview, only to emerge a staggering 15 months later.

GREAT QUOTES. "We think it's fair to say that *Entity* looks likely to be Loriciel's biggest hit yet," said Mark Ramshaw on the game that was never released. "*Lemmings 2* will be very different… we probably shouldn't call it *Lemmings 2*," said a Psygnosis PR guy (photo included, sorry) back in issue 12.

GRATUITOUS POP REFERENCES. Joof edit-a Mark made no secret of the fact that being a pop journo was "more important than being the editor of a games magazine," and as a direct result, words such as "Schwing" were splashed across the cover and scarcely an issue went by without gratuitous pictures of Wynona Ryder and Beatrice Dalle cropping up in the news pages and features charting the gaming exploits of Sunscreem and Altern 8 packing out pages elsewhere. Sigh.

DIARY OF A GAME

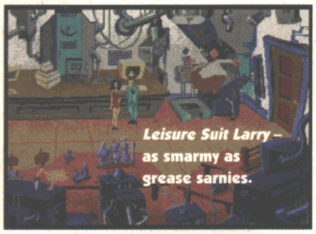
Remember *Mega-Lo-Mania 2*? The smash hit from Sensible Software? Well, in a losing streak that has continued to this very day, we chose to chart its progress every month, covering it from the start to, um, when it faded away and was never seen again. Ho-hum, such is the frequently random nature of magazine and video game production.



***Shadowlands* – A light-sourced dungeon romp.**

WE LIKED

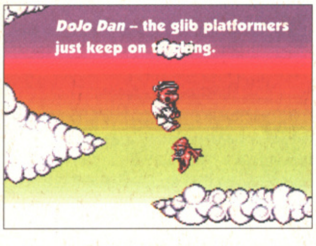
Shadowlands, Harlequin, Apidya, Wizkid, Sensible Soccer, Putty



***Leisure Suit Larry* – as smarmy as grease sarnies.**

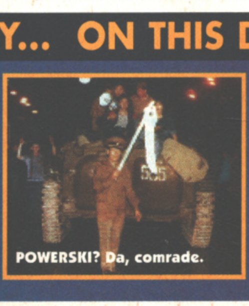
WE DIDN'T LIKE

Leisure Suit Larry 5, Castles, Space Quest 4, Epic, Sim Earth, Plan 9 From Outer Space, Bunny Bricks.



***DoJo Dan* – the glib platformers just keep on trudging.**

ISTORY... ON THIS DAY IN HISTORY... ON THIS DAY IN HISTORY... ON THIS DAY



POWERSKI? Da, comrade.

July 1991

After reading the enthusiastic review of *Hunter* in AP4, the Sheikh of Abu Dhabi buys it and within days announces "The future of video gaming is here." In a buoyant mood, he puts £50 million aside to help unfortunate victims of the BCCI financial crash.

August 1991

Outraged by the official party line of copies of AMIGA POWER for Politbureau staff only, the Russian masses rise up and overthrow Communist rule. As tanks roll through the streets of Moscow, fleets of articulated lorries laden with copies of AMIGA POWER dash across Europe from Bath and spearhead into this once Evil Empire.

Nov 1991

Mirrorsoft's *Flight of the Intruder* scores a thoroughly respectable 83% in AP8 and yet STILL isn't the highest scoring game of the issue. ➤

A dead, fat man.

AP51 + BEYOND: Commodore – A Tragi-Com

THE PITCH:
A profound tragedy pitting millions of loyal and devoted fans of a best-selling machine against a handful of bureaucratic pen-pushers distanced from reality by almost as far as the Phillipine-based factory is from the marketplace. It's a moving, yet ultimately downbeat drama of passions, stupidly protracted buyouts and chips with girls' names.

THE CAST:
Andy Warhol and Debby Harry – Some celebs
Dave Morse, RJ Michel and Jay Minor – Inventors
Loyal Amiga users – The victims
David Pleasence – Man with beard

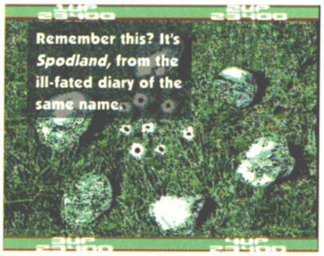
THE SCRIPT SYNOPSIS:
Act One: A Promising Start
It's the New York Consumer Electronics show in 1985, and following a secret development phase ending in virtual bankruptcy, Jay Minor, Dave Morse and RJ Michel have sold their fledgling Amiga machine to Commodore. The A1000 appears with a hefty £1500 price tag.
Jay Minor: Phew, it's good to see that all that experience I've had with the Atari VCS system has paid off.
Andy Warhol: Yes. As a tedious and talentless post-modernist visionary, I'm happy to proclaim that this is the future of, er, things.
Debby Harry: Yes, and I wear silver clothing and heavy eye make-up, so I too am happy to appear next to this amazing machine.
Dave Morse and RJ Michel: Hooray!

It's now 1987, and the sensibly priced A500 we all know (and many of you still own) appears, complete with the oddly named Paula, Agnus and Denise custom chips. A big box version of the A500, the A2000 is hot on its heels, with 1Mb of memory and loads of expansion ports to do 'special' things.
Stereotypical Atari ST owner: My machine's better than yours, and it's better supported, and it's cheaper, and it'll last for ever. Nyaarr, nyarr, etc.
Equally Stereotypical Amiga Owner: No. You're wrong. My machine's great. Rasp, yaa-boo, etc.

This continues for seven more years, but in the meantime, the mammoth A3000 arrives. It's seven times faster than a standard Amiga and is used mostly as a high-end workstation for flashy graphics and other scary technical stuff. Almost certainly, none of our readers have got one, so we'll say no more about it.

Dave Morse: Amazingly, our humble machine developed for playing games and designed along west-coast hippy counter-culture lines has achieved many glorious things. Surely there's a bright and golden future ahead of us.
RJ Michel and Jay Minor: Yes.

AP21-30 THE TECHNO TIME


Remember this? It's *Spodland*, from the ill-fated diary of the same name.

Remember? You may have seen it on TV.

Truly these were AP's coming-of-age issues, typified by a series of experimental moves and a general feeling of change throughout the Amiga universe. The A1200's influence started to be felt, mainly with 256 colour versions of existing games showing up a month later and demanding a page review that said: "This is the same as the other version."

Clearly not learning from previous endeavors, The Hidden's *Spodland* was first announced in AP21 and continued as a Diary of a Game well into the 30s, before it faded away. Oops. Still, at last we'd begun to see sense and protected you from the full horror of thousands of pictures of programmers. We were learning our craft. Slowly.

Battletoads – Hyped for years, and then not worth waiting for

ABSOLUTE POWER: We strived (or is that strove?) to make a list of EVERY AMIGA GAME EVER, and first time round, only missed out a thousand or so. For anyone interested, the two Absolute Power guides formed the basis of JD's book, Every Amiga Game Ever. On sale now, so our marketing people tell us.

WE'RE SORRY: For pictures of Cam dressed up as a bunny, for the *Hired Guns* 'Next Month' joke that dragged on and on as the release date slipped back, but most of all for the crappy 0891 rip-off phone tip lines that they MADE US DO. For what it's worth, they didn't make much money at all, so that's all right then.

And of course...
The CD32 showed up just in time to be the first victim of the Commodore crash. Bah.

BEST GAMES

Indy Fate of Atlantis, The Chaos Engine, Lionheart, Lemmings 2, Walker, Flashback, Syndicate, Dune 2.

See? Adventures can be fun.

AVERAGE GAMES

There was *Cytron, AV-8 Harrier, Waxworks, Superfrog, Cohort 2, Ancient Art of War in the Skies, Abandoned Places* and the *Patrician*, to name but a few.

Superfrog – a game that was neither good nor bad.

BARELY GAMES AT ALL

***Joe and Mac Caveman Ninja, WWF European Rampage, Crystal Kingdom Dizzy, Creatures, Super Cauldron, Super Sports Challenge, Castles 2, Napoleonics* and the software crime of the decade, the unforgettable *International Rugby Challenge*. We had to wait until *Rise of the Robots* to see one quite that bad again.**

Creatures – not very good at all, really.

ON THIS DAY IN HISTORY... ON THIS DAY IN HISTORY... ON THIS DAY IN HIS

Microprose Golf is rated 84%, *First Samurai* 91%, *Heimdall* 86% and *Populous 2 is given* a massive 93%. Within hours of the issue's release, the stockmarket trembles, and Mirrorsoft's owner Robert Maxwell is found floating off Gran Canaria. Face down.

April 1992
"Comedian" Benny Hill dies aged 68, bringing a 30 year reign of "quality television" to an end. In celebration, AMIGA POWER starts a six month run of two disk issues. The "Bennies" as they become known, are an instant hit.

June 1992
To graphically demonstrate *Sensible Soccer*'s (AP15 93%) true-to-life game structure to the rest of the world, Denmark trounces Germany 2-0 and wins the European Football Championship, proving that skill can beat a team with a proven track record.

August 1992
AMIGA POWER 16 sells 55,173 copies, a staggering 2,332 more votes than deposed Bath MP Chris Patten got in the last election. Depressed by this knowledge and chased daily down the streets of Bath by sneering AMIGA POWER staff writers,

God save the Queen.

n edy In Three Acts

Act Two: Good Things. Bad Things
David Pleasance: By putting an A500 in a cool black box so it looks like part of a hi-fi, and by putting a CD-ROM drive in it, we can pretend we've come up with something that's new and revolutionary. We can call it the CDTV and people will buy millions of them.
The Public: No we won't.
David Pleasance: Damn.

It's a time of mixed news. Around 15,000 of these poxy black boxes are sold. Surprised newcomers find the new A500+ in their '91 Christmas stockings, but are annoyed in the summer by the arrival of the A600. People buying these are annoyed by a rapid series of price cuts, then everyone's annoyed by the A1200 showing up, superceding their machines. Rising above this PR nightmare looms the mighty A4000 – the definitive big box machine which Amiga Shopper happily inform us is still great.

David Pleasance: Ha ha ha! I have created a whole brood of not-quite-compatible machines and the fine A1200 for none-AGA owners to moan about. With no competition in the mid-range market, and with our loyal followers sticking with us despite our lack of concern for, and constant blatant exploitation of them, surely the Amiga will rule the home computer market for many years to come!

Act Three: What The...?
David Pleasance: Hmm, due to us artificially fragmenting the market, and running all European operations from America, and backing several none-starters, and writing Workbench, we seem to have turned a decade of success into failure.
The loyal Amiga users: Boo.
David Pleasance: But there's the A1200 of course, which is fantastic, and here's the CD32, a truly revolutionary 32-bit CD console.
The loyal Amiga users: Hooray!
David Pleasance: But oh no, we can't get enough A1200s and CD32s into the shops.
The loyal Amiga users: Oh no.
David Pleasance: Oh no, we've gone bust, but there'll be a management buyout in two weeks.
The loyal Amiga users: There's still hope.
David Pleasance: Sorry about the delay, but there'll be a management buyout in two weeks.
The loyal Amiga users: We'll stand by you.
David Pleasance: Sorry about the delay, and our failure to stop programmers from leaving the Amiga in droves, but there'll be a buyout in two weeks.
The loyal Amiga users: Hmm...
David Pleasance: Sorry about missing Christmas and ensuring that PC sales have rocketed, but there'll DEFINITELY be a buyout in two weeks.
The loyal Amiga users: Sob.

And so on. Seemingly forever. Until Escom show up. And so to the future...

AP31-40 STALEMATE

Two things were heaped relentlessly on the AP readership through this time. Firstly there was the word EXCLUSIVE, which sinister forces MADE US USE and which made us look daft, particularly on months when all the competition claimed EXCLUSIVES!!! on the same games we did. The second thing was *Body Blows* games, with Team 17 pumping out loads of versions before finally creating *Ultimate Body Blows*, by far the best one of the series.

Following the freshness of games from the previous ten issues, there definitely seemed to be a lagging of ideas, with *Overdrive, Turrican 3, Alfred Chicken, Donk, Oscar, Uridium 2* (ie three platformers, two sequels and an overhead racing game) appearing in one issue. Also, the insidious rise of PC conversions started. Grr. Hardly ground-breaking stuff.

Of all back page features in AMIGA POWER, even including those that featured pictures of programmers, public opinion was most divided on Wish You Were Here. Half of you loved it, half of you hated and despised its very being. It shall not return to these hallowed pages.

In issue 32, widely regarded by many as the best issue OF ALL TIME, we managed unintentionally to insult the war dead, cheerfully preview *Rise of the Robots*, display reader In The Style Ofs and advertise the curiously useless Naltex Keyboard Glove.

Such is our might.

AND ANOTHER GAME
CANNON FODDER by Sensible Software

EXCLUSIVE!
TRUE STORIES
ROW OVER POPPY GAME
Virgin remove 'offensive' image from Cannon Fodder.
POPPY GAME INSULT TO OUR WAR DEAD
STAR

IT WASN'T ALL BAD THOUGH...

Some of the finest software of all time, and in just ten short months.
Cannon Fodder, The Settlers, Stardust, Liberation, F1, Banshee.

Cannon Fodder – Just don't mention the War.

As AP has gone on, the worse have just got poorer
Blastar, Batman Returns, Prime Mover, Doofus, Allo Allo, Snapperazzi, Dangerous Street, Tube Warriors, Total Carnage, Valhalla and the Lord of Infinity, Dracula, The Last Action Hero and *Cliffhanger, Wild Cup Soccer.*

Batman Returns – This was the best bit of the entire game. Oh yes.

Remember these? Course not, for they are truly mundane:
Frontier, T2 The Arcade Game, Brian the Lion, Campaign 2, Microcosm, Armour-Geddon 2, Elfmania, The Ultimate Pinball Quest, Quik.

Brian the Lion – Predictable platform stuff.

ISTRY... ON THIS DAY IN HISTORY... ON THIS DAY IN HISTORY... ON THIS DAY IN

and adoring local fans of the magazine, Mr Patten gratefully leaves the city under cover of darkness. Within two weeks he re-emerges on the other side of the planet, as the last appointed Governor of the Hong Kong colony.

November 1992
AMIGA POWER reviews *Rampart*, a *Tetris*-like game where rivals alternately build castle walls and then destroy them with cannon fire. Within weeks Windsor Castle is partially destroyed by a devastating fire.

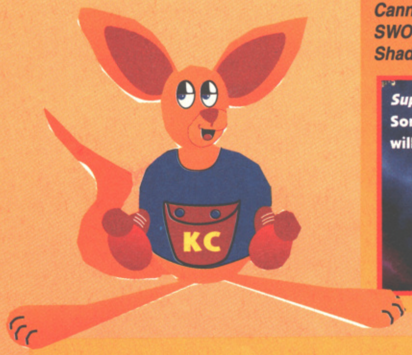
July 1994
In a pathetic attention seeking move likened by Patrick Moore to "phoning an ambulance and then cutting shallow flesh wounds on your wrists," the gigantic ice-comet Shoemaker-Levy 9 plunges into Jupiter. However, the 6 million megaton force of this petty self-promotional move still fails to overshadow the history-altering release of *Gravity Force 2* (the best Amiga game ever, but for a piddling technicality) on the coverdisk of AP39.

Close, but not as mighty as us.

AP41-50

Gone are the days when an entire entertaining issue could be knocked out by simply reviewing the teetering stack of new releases. Necessity being the mother of invention, the latest AMIGA POWERs have been packed with features about all manner of things. Leaving the interviews with programmers and joystick reviews behind us, we've treated you to views of the Amiga in the 1970s, of our views that game music is produced by Satan and who could forget the nearly-tied-into computer games helicopter feature?

The quasi-legal Kangaroo Court struck a blow for common sense programming while Whatever Happened To? features informed you about the modern world we live in. PC and console conversions continued, and in a bizarre move, *Putty Squad* was hailed as a great game and then not released for nearly a year. Odd that. All this and still somewhere, tucked in a dwindling number of pages in the middle, we managed to review games too.



BOW BEFORE THE GAME ALTAR

Best

On The Ball World Cup Edition, Super Stardust, Putty Squad, Theme Park, Pinball Illusions, Guardian, Zeewolf, Cannon Fodder 2, Premier Manager 3, SWOS, Roadkill, Super Skidmarks, Shadow Fighter.

Super Stardust – Some day all games will be this good.

Average

Ishar 3, Embryo, Robinson's Requiem, Voyages of Discovery, Powerdrive, Tower Assault, Dragonstone.

Tower Assault – Not as good as it should have been.

Worst

Universe, World Cup USA '94, Litil Divil, Battletoads, Marvin's Marvellous Adventure, Rise of the Robots, Dreamweb.

Rise of The Robots – Up, right, fire to win.

WE FOUGHT THE LAW

Software companies think we should sell their games for them. No, really. They think that just because they send us T-shirts and jackets (which we usually give away as prizes) and buy us dinner (which we eat, obviously) and shake our hands and smile, that we'll automatically give all their games a great write up.

The sad thing is of course that in most magazines, these tactics work. A trip to the USA to see a new game? Sure – 91%. A 24" Sony Trinitron for a "prize" in a beat-'em-up compo, delivered to the writer's house "so it won't get lost at work"? Wahay – 93%. And so on.

We of course, don't play this game, and so on a monthly basis since AP began, we've had companies withdrawing advertising in protest, and faxing us legal writs in futile attempts to stop us telling THE TRUTH. Why not join Dougal McFaversham-Watson, AP's legal council and use your skill and judgement to spot the companies in these deliberately vague retellings of our brushes with the law.

AP17 – DO THE WRITE THING

THE PLAINTIFF – *("A certain software company" – Dougal)* complains that a letter heading displays them in a bad light.

DOUGAL SPEAKS – "This is a clear-cut case of libel if ever I saw one. Beat a hasty retreat, grovel and apologise profusely, or they'll sue you for every penny you've got."

WHAT WE DID – Followed Dougal's advice quickly. Phew, eh?

AP22 – REVIEW

THE PLAINTIFF – *("A certain software company" – Dougal)* claims inaccuracies in a review and a needlessly low mark (28%) seeing as some Dr Who fanzine *(Cripes, that's torn it – Ed)* had proclaimed it as "the best video game ever".

DOUGAL SPEAKS – "Reviewing games is what you do best. If you say it's crap, then it's crap."

WHAT WE DID – Nothing. We were right.

AP25 – REVIEW BOXOUT

THE PLAINTIFF – *("A certain software company" – Dougal)* issues a writ to prevent AP from going on sale, arguing that comparing the sheer terribleness of their sports game to various world atrocities somehow throws both the game and company into a bad light.

DOUGAL SPEAKS – "Claiming genital flagellation is as bad as this game is somewhat understating the point. And why does the game clock keep ticking even when you pause the game?"

WHAT WE DID – Nothing. We were right. As always.

AP32 – COVER

THE PLAINTIFF – *("A certain organisation devoted to the care of ex-servicemen" – Dougal)* is outraged by our cover and issues a writ to prevent AP from going on sale. Tabloid newspapers claim "*("Certain flower" – Dougal)* Game Insult To War Dead" and demand that the software company involved never release the game.

DOUGAL SPEAKS – "Although it's doubtful that the organisation has copyright of a type of flower, should this go to court, sale of the issue would be prevented until after the case."

WHAT WE DID – Changed the cover, praised the game and gleefully watched it become a number one bestseller. Certain organisations, eh? We wish them all *("Ed" – Ed).*

AP48 – GAME COVERAGE

THE PLAINTIFF – *("A certain software company" – Dougal)* claims malicious falsehood in review marks as part of an ongoing personal vendetta against them by us. They issue a writ to prevent AP from going on sale and demand "the names and addresses of all persons, firms and companies to whom you have made false statements".

DOUGAL SPEAKS – "Marks in the 80s for their past games and glowing preview coverage during the history of AP? They haven't a leg to stand on. This would be laughed out of court if it got that far."

WHAT WE DID – Nothing. Almost tediously, we were once again right.

And so on.

WHO DO YOU THINK YOU ARE?

Over the years, Do The Write Thing has consistently been one of the most popular bits of the mag. But who makes it that good? You do. And who are you?

LUDWIG LEDBURY

"I've decided to write an anthem, sort of a "Rule Britannia," for AMIGA POWER. So, er, let's go:

Amigans of the world unite,
As, one with POWER, they will fight
For the gracious Amiga name
To save it from the crappest games.

CHORUS
Thro' lightest day and darkest hour,
There will be AMIGA POWER
Truth, justice, dissemination,
Are the values of a nation.

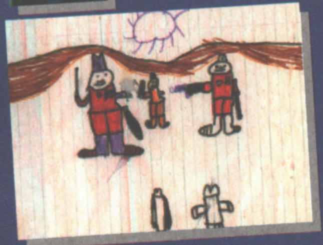
So we sing our joyous song,
The Amiga will live well and long
But the fate of the Amigan peasants
Lies in the hands of David Pleasence

And yes, I am that tall. Ha ha ha ha."

CRAIG HESMONDHALGH, BLACKPOOL

"It makes a change to be considered even slightly important in this limiting PC society that thinks only of me as a young hopeful 'rebel' and a bad poet. Here's a picture drawn by my niece Chloe. It's apparently, you lot, acting like the 'little men' in *Cannon Fodder*. The ship-jumper Stuart Campbell, is at the back, whilst Cam and Jonathan are in the red suits. Suitably tooled up. Even Chloe doesn't know what the black things at the front are; possibly they're an early attempt at perspective.

Good luck, and remember, if you give in, everyone will."



LLARS ERIC JOHNSRØD

"Most computer mags will have you believe that every computer game is equally good and definitely worth the money. But THE TRUTH is out there. It's in AMIGA POWER, locked away in an unregistered bank-vault in Zurich, withheld from the public. This magazine is read on a need-to-know basis only."

ISABELLE REES

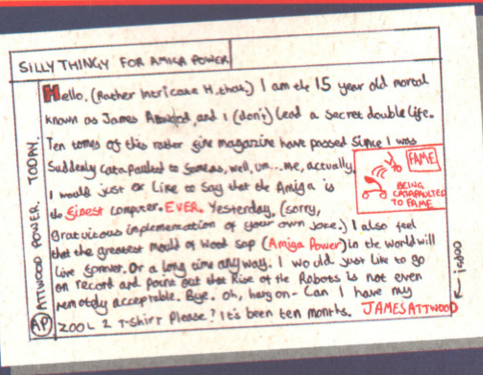
"AMIGA POWER has changed my life. Quite literally in fact. It's brought me fame and fortune (well, more fame than fortune I think!) It's also brought me friends (Hi guys!) and more than my fair share (in MY opinion) of ridicule and criticism. But I can cope with that. Just about.

Most of all, AMIGA POWER has brought me fun and laughter and a whole new way of looking at the world. Wahay! Vive AMIGA POWER! And that's my final word. Thank you everyone, **Isabelle**"

ISABELLE REES PHOTO

JAMES ATTWOOD

A regular contributor and lucky enough to have done his work experience here.



SILLY THINGY FOR AMIGA POWER

AP ATTWOOD POWER. TODAY.

Hello. (Rather intricate H, that.) I am the 15 year old mortal known as James Attwood, and I (don't) lead a secret double life. Ten tomes of this rather fine magazine have passed since I was suddenly catapulted to fame as, well, um... me, actually. I would just like to say that the Amiga is the finest computer. EVER. Yesterday. (sorry, gratuitous implementation of your own joke.) I also feel that the greatest mould of weed sap (Amiga Power) in the world will live forever. Or a long time anyway. I would just like to go on record and point out that Rise of the Robots is not even remotely acceptable. Bye. Oh, hang on - Can I have my ZOOL 2 T-shirt please? It's been ten months. JAMES ATTWOOD

RETROUSSÉ MILLINGTON, aka Bookim Dano, aka Officer Dibble, aka Jimmy Saville, Wolverhampton

"Erm... This isn't just an elaborate plan to get hold of my photo so that, employing your huge, personal, financial muscle, you can pass it on, in a brown envelope stuffed with used notes to some cold-eyed professional killer who will hunt me down like a wild animal, is it? No really, is it?"

GRAEME ROBB

"I am a changed man since reading AP. The humour and general strangeness has warped me, reforming my brainwaves: creating the sinister alter-ego, the Dark Lord. But I see myself more as a 'Kosh' character (from Babylon 5).

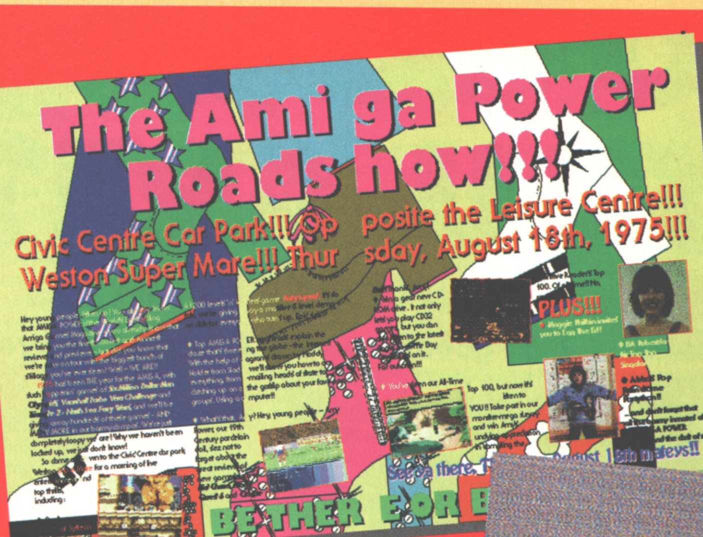
Remember, being the mightiest beings ever to produce a games magazine ON THE AMIGA pales in comparison to the Force.

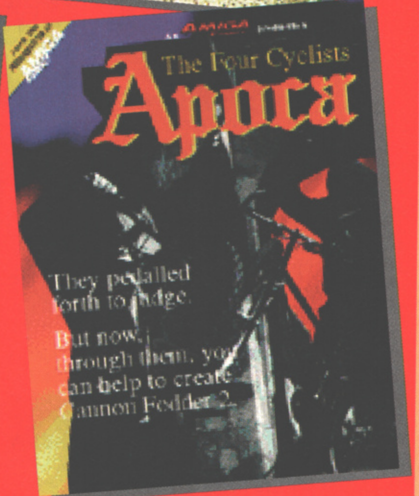
Yours confusingly, **Graeme Robb**, aka The Dark Lord of the Sith, Edinburgh."

C-MONSTER presents 50 GOLDEN YEARS!

"AMIGA POWER and I, eh? How about the time when, at the age of 17, I developed a proto-feminist cycle linked to AP's release date, becoming moody and irritable beforehand and completely fickle afterwards? Or the disturbing occasion where I saw Rich Pelley carting piles of cardboard boxes around Bath's sunny streets? Or perhaps mentioning Paul Mellerick and his pogo-a-go-go dance style? Or how we sampled Cam down the phone to use in our unreleased tank game?

Consider if you will, how a considerable portion of Stafford's populace run around using AP's running jokes with NO idea of where they came from. Or the time I won a CD32 off AP but now merely use it for playing my extensive Indie-Punk collection of tunes. Top!"


The Amiga Power Roadshow!!!
Civic Centre Car Park!!! Opposite the Leisure Centre!!! Weston Super Mare!!! Thursday, August 18th, 1975!!!
PLUS!!!
See ya there, August 18th mateys!!
BE THERE OR B


AMIGA POWER presents
The Four Cyclists
Apoca
They pedalled forth to judge.
But now, through them, you can help to create Cannon Fodder 2.

Although it's by far the most important bit of our work, the magazine's just one of the numerous and varied tasks heaped upon our already straining backs by the evil empire that pays our pitiful salaries. You might think of us as journos, but we're also secretaries ("Hello, AMIGA POWER, how may I help you?") and agony aunts ("No I don't know the Kintaro morph move. Now go away") and even advertising (bleurgh) people. Each and every month, we come up with adverts for AP that are as fab and clever as you'd expect, but invariably end up in listless and boring mags whose readership invariably fail to notice how inspirational they are. So, for the sake of our most loyal readers, here are some of our absolute all-time favourites.

TIRELESS SELF-PROMOTION

AP51 AND BEYOND?

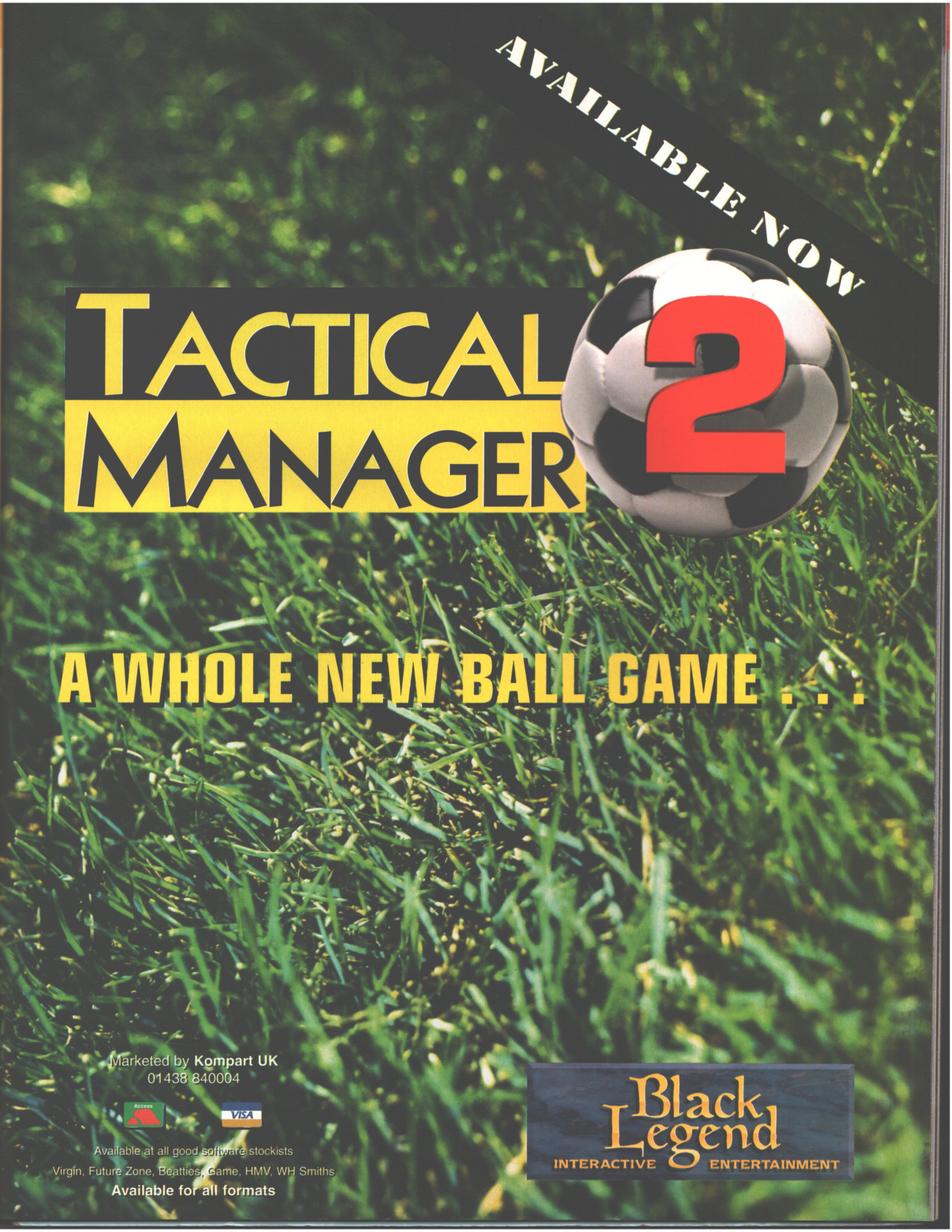
The sun has set on A500 and A600 production, leaving the A1200 the only machine to carry the Amiga name forwards. How will the buyout of Commodore affect AMIGA POWER in the months and years to come? We investigate.

The road of AMIGA POWER is a twisted, turning, but pleasantly leafy one. With a crossroad. Off to the left lies a dank passage of reduced pages, increased cost, smaller pages and a team that would mean, if allowed to diminish at a steady level, that by 1997, everything would be written and laid out by 0.67 of a staff writer.

Off to the right is an almost too-good-to-be-true, gleaming, CD-powered, PC- and Apple-Mac-compatible SuperAmiga, capable of transporting you through the 'Net' at speeds previously unimaginable and simultaneously processing thousands of MIPS, or something. The SuperAmiga will be even better than the 3DO-GO-ON-BUY-ONE 3. However, recent reports indicate that a drawing already exists of the SuperAmiga 2, which is bound to be better than both of them.

And straight ahead, like a depleted uranium javelin pointing at the very heart of big business cynicism and rip-off software cash-ins is a leaner, tighter, more focused AP, that is constantly reinventing itself in order to defend the rights of the readers and bring them the entertainment and information they need in order to survive the black-hearted, sinister world of mega-global corporations that is the world of today.

The future of AMIGA POWER is almost here. Indeed by the time you're reading this we'll already be working on the second half of our century. Join us.



Marketed by **Kompart UK**
01438 840004

Available at all good software stockists
Virgin, Future Zone, Beatties, Game, HMV, WH Smiths
Available for all formats

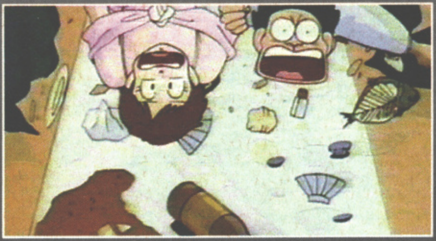
AAARGHHHH!!!

Essential Anime Scene 1:
A vocal conflict

The thing that separates Anime shouting from shouting per se is the highly stylised and distinctly Japanese way it always gets done. Take, just by way of an example, a testosterone and amphetamine charged showdown between the evil Antagonist and green-haired, large-eyed Protagonist. The shouting must take the almost haiku-like form of:

Antagonist: Protagonist!!!!!!!!
Protagonist: Antagonist!!!!!!!!
Repeat at least 15 times

HUH?



Essential Anime Scene 2:
Something is surprising

96% of Anime plots make no sense, jumping from a poignant confession of undying love one moment to a hell-spawned demon biting off a motorcyclist's head the next. If the viewers, the writers and the animators don't understand them, why should the voice-over artists who dub them? To cover any embarrassing pauses that are caused by a particularly indecipherable sequence, all characters go 'Huh?' to show that even THEY haven't got the foggiest notion of what's occurring. It's become an accepted convention.

BITCH!!!

Essential Anime Scene 3:
She's asking for it

The Otaku WireHeads who create Anime films love women. They think they're soft and warm and yummy. Unfortunately, they don't meet women, and even if they did, wouldn't possess the social skills to talk to one, and here's the rub. Their somewhat mixed-up feelings inevitably find their way into their films. To fully recreate this, scantily clad buxom babes ripping at each other's clothing is good, but women being bashed around by nine foot blokes is better. Strangely, this too has become the standard in Anime and Manga.

BLUE MAGNET S
CHIMP YAKUZA

YOU-TOO HANDY SYSTEM, ANIME PRODUCTION 4192

Due to the absence of confines like plot structure, narrative thrust or defined characters, we've discovered that credible Anime films can be developed from scratch using only a pad, a pen and these two 'special' AMIGA POWER utilities.

1. RANDOM DICE MAKER STORY, VOLUME THREE

Construct the AP Random Dice Maker Story (Volume Three) by cutting out the six InfoSegs from the top of this feature, gluing them to card and making a stylish yet functional die.

Write down a few names for characters, and make one either a tiger or monkey girl, and you're off. Without thinking, write whatever comes into your head, and every time your pen wavers, roll the AP Random Dice Maker Story (Volume Three) to fill in the missing scene. After three or so pages (or 14 minutes, whatever comes first) your film will be finished. Find some friends who can draw, and simply animate it. In such a way were the seminal genre-classics Katana Monkey Girl Chikki-Chukku and Cabaret All-Star Nolan Dancing Mood 2022 created.

2. ATHLETIC NAME WRITER, CAPTAIN KABUSHI

Reputable tendrils of the AP InfoWeb inform us that Anime titles are translated directly from the Japanese by computer. Grammar, punctuation and, in most cases, meaning, are completely ignored.

1.	Knitting	Robot	Futuristic F-Max Acrobat	2027
2.	Irresponsible	Singing	Crazy Kid Kookee-Keekee	Volume 3
3.	Hierarchic	Sunbathing	Flavor Flav	Part 4
4.	Untimely	Knife-wielding	Singing Fish China Girls	2
5.	Pretentious	Bearded	Liberating Dyslexic Secretaries	Do Dallas
6.	Polysyllabic	Anaemic	Imminent Laser Dirtboys	Oh Yes
7.	Lethargic	Recycled	Demon Cheesemongers	!!!
8.	Assault Suits	Lovely	Gideon Bible Puppy Papoose	Type Faster
9.	Barking	Unwell	Bewildered Electronic Grandmother Ooya	1.62 GTi Sports Coupé
10.	Stylish	Banana Flavoured	Woof Woof Bark Dog	Series 6

Amuse yourself almost endlessly by thinking up four numbers between one and ten, refer to our random title generator and then be shocked by the incredible realism this stochastic system produces.

Advanced Anime fans may eventually tire of this four word system, but fret not. By using these 'special' formulae, the AMIGA POWER 12 bore Synaptertron™ belches forth an EduTirade of acceptable alternatives. Pester weary HMV staff with a select few, then witness their frantic efforts to locate these mythical titles on their database. Hours of fun! And cheap too!

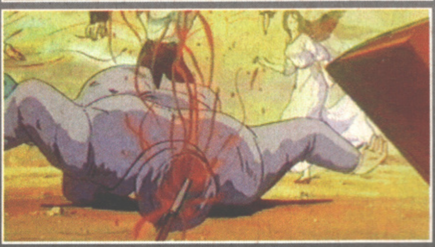
(4 numbers) meet/ eat/ attack/ befriend (Another 4 numbers)
Super Deformed (4 numbers)
(3 numbers) Bushido (Another 3 numbers) (4th number)
And so on…

EXISTENTIALISM!!!

Essential Anime Scene 4:
A meaningful debate

Of course, it's not just terrorising innocent women, you know. What do you think these people are, monsters? To enrich the viewers' lives, or in an attempt to even out the gratuitous violence and misogynistic attacks (one or the other), Anime films MUST contain scenes provoking thought. Read the assorted works of the world's spiritual leaders (God, Allah, the Maharishi Mahesh Yogi, etc) and simply plunder random passages from each. Stick a few characters in a cell or on a mountain for a scene and have them spout some of these musings – perfecto.

HOOO-HOOOOOO!!!



Essential Anime Scene 5:
An allegedly humorous incident

Despite all you hear about Benny Hill being sold successfully to European TV stations, humour doesn't travel at all well – look no further than Blossom or Hanging with Mr Cooper for proof of this. Anime humour comes in two basic forms – 'Giggle, that's a nude girly' gags, and slapstick. Slapstick à la Sam Peckinpah/Quentin Tarantino that is. People sprinting into unseen plate glass windows, smashing their teeth on the table edges or getting their hands torn off is funny, apparently. Something to do with East/West cultural differences, we think.

WHOOOSHHHH!!!

Essential Anime Scene 6:
Air is moving rapidly

Be it the front of an approaching storm, the fearsome updraught of a cataclysmic conflagration or merely the shockwave of a small tactical thermo-nuclear device, numerous scenes in any Anime film MUST be windy. Ideally, the character will be standing on some lofty peak fiercely backlit, maximising the potential for flapping capes and those light flares that happen accidentally in movies, but are carefully recreated in animated form. Skyscrapers are good, as are mountains. Or how about the wing of a 747, the hero stoically leaning into 500mph head winds?

SAILOR 2026

Having supped from AP48's guide to the future of video gaming, your mind is surely now turning to thoughts of Japanese animation. "What can it mean?" you're wondering.

"Is it anime, or manga, or both?" asks Pam Overbinder of Abertillery. "Help me AP, I'm suffering my own personal bubblegum crisis," wails Gupta Ranjab of New Delhi. Suppress your conscience as AMIGA POWER's SalvationDolphin™ swims into the Bay Of Doubt and beneath the Pier Of Ambiguity. Wince as we detonate the TruthDevice it unwittingly carries, bringing the superstructure crashing into the sea amid a shower of Knowledge and bits of flipper, beak etc.

So, anime then? What's that all about? Well, the simplest way is to think of them as gratuitously violent dubbed cartoons with little or no storyline and a body count equalled only by the number of female characters stalked, beaten up or physically violated by hulkingly muscular males. Curiously enough, fans of anime sneer at this shallow evaluation of their genre of choice, and point to the full spectrum of human emotions and actions recorded in these movies. To explain further and help break down prejudicial barriers, here's long-time critic Kushi Kaneda, editor of Anime, Ooohh, Anime magazine to answer those much asked questions.

❍ WHAT DOES ANIME MEAN? It's a truncation of 'animation'. The Japanese love using English words because they look cool, rather than because they're relevant. This helps explain the infamous isotonic drink Pocari Sweat.

❍ WHY'S IT ALL SCIENCE FICTION? Aha, a common misconception. In Japan, you can get Anime cooking programs or business lectures, and popular Anime characters are used to teach kids English. There are also Anime history lessons, which have provoked unforeseen side effects. In a recent study, 91% of junior school children in the Osaka area thought that George Washington was proficient in Kendo and Karate and that Joan of Arc had flowing purple hair and a prehensile tail.

❍ WHY ALL THE SEXIST VIOLENCE? The UK doesn't really get a representative cross section of Anime videos. The English distribution people feel that since they're selling to teenage boys, all they really want to see is pre-pubescent fantasies of maiming and domination over adult females. And they're right, this combination of violent sex and sexy violence sells around 10-14 thousand copies of most titles.

❍ WHY DON'T WE HEAR SO MUCH ABOUT IT ANY MORE? Like many cults, what started off as a fringe interest has now been absorbed into the mainstream, and is therefore no longer worthy of articles and news coverage.

❍ WHAT EXACTLY HAPPENS AT THE END OF AKIRA? Umm…

Dissemination is complete, Kushi san. You are dismissed.

AND FINALLY...

So you now know where they come from, how to do them yourselves and how they're just an unrepresentative slice of a foreign and alien culture specifically targeted to appeal to your baser instincts, what happens when you no longer want to watch Lemon Girl Choppoppo being viciously disrobed and then kicked in the stomach? Here're some exciting and cheap alternatives to Manga:

Premier League Manga – See the football feature on page 20.

Animaniacs – Fantastic cartoon that DOESN'T revolve around decapitation.

Scaramanga – Customise all your Manga comics by adding a third nipple to all the characters. With a ball-point pen.

Mango Chutney – Delicious with curry.

Manganese Sulphate – Essential if you want supremely hardened steel.

Animal Crackers – They're chocolate. They're delish.

'Man goes into a bar' jokes – Often hilarious when used in mixed company.

An Enema – *(Predictably, that's enough alternatives – Overused Magazine Stereotype.)*

OUTWIT THE FOOTBALL OMBUDSMAN

AND WIN A BUNG! OF £300! IN USED NOTES!

PLUS! 10 COPIES OF THE GAME TO BE WON

Life, essentially, is miserable and unfair. Society is geared towards cheating and exploitation. Evil mega-global corporations erode probity and actively smirch purity of character. Only by HOCKING YOUR SOUL TO NAUGHTY NICK can you succeed, as anyone who's seen Stargate will attest. In an effort to preserve the tradition of honesty and integrity that led this country to enslave two-thirds of the world, computer games have immured players from these unpleasantries of real life. UNTIL NOW. New football management game *Ultimate Soccer Manager* (awarded 84% by Steve Faragher in this very issue) includes options to throw matches for rich reward, accurately reflecting the current dickering in the sporting world. Celebrating this collapse of moral rectitude, Daze (the people behind the game) have given us a bung (of £300) (in used notes) to stuff into a brown paper envelope and give to the reader who can prove their willingness to abandon principle for the lure of cash. Ten others will win a copy of the excellent game itself.

HOW TO EARN YOUR BUNG

Imagine you are a famous goalkeeper. You are playing in an important match. Your team-mates are relying upon your renowned ball-repulsory skills to see them through to the next stage of the tournament with minimum net-sine incident. Unbeknownst to them, you have accepted a bung to throw the match by letting in a goal. To deflect accusatory questioning from the footballing association, we've prepared ten excuses for your missing the ball. Using your skill and judgment, arrange the excuses in order of probability from one to ten. (For example, if you think your sporting compatriots are most likely to believe you were distracted by the sudden appearance of a barrage balloon, and that should this ploy fail they'll almost certainly be satisfied by your explanation that you were busy, put 1 – A; 2 – D, and so on.) Once you have prepared your alibis, send your list on a postcard to Wash Your Car For a Fiver Guv?, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, to arrive by June 31st.

THE RULES

1. 'Employees' of Future 'Publishing' and Daze Marketing may not enter.
2. Entries arriving after June 31st will be discounted.
3. The editor's decision is final, whoever he is that particular day.

THE EXCUSES

a) "Look! The Goodyear Blimp!"
b) "Ouch, me ligaments."
c) "I thought we were playing in blue."
d) "There was a stone in my shoe."
e) "I was busy."
f) "I was temporarily blinded by the flash of a camera."
g) "Oh no! I've been shot!"
h) "It must have been the drugs."
i) "Qu'est-ce que c'est que ceci?"
j) "What empirical evidence do we have to prove the ball exists?"

The Four Cyclists Of The Apocalypse Command You To

SPEND

As the only minor deities commited to rigorous consumer testing, they can be trusted to guide you ably towards buying satisfaction.

THE AP SERIAL PACKET

"While we scorn and condemn the pun, AP's 'Serial Packet' has given us many hours of pleasure down here in the netherworld," the First Cyclist confirms. It contains a three metre serial cable, allowing you to link two Amigas together and play head-to-head against a pal, and three top-notch games to take advantage of your new-found networking capabilities: *Knights Of The Sky*, *Lotus 2* and *Stunt Car Racer*. It will also allow you fully to enjoy *Gravity Power*, the Network Game of Champions, which appears on this month's coverdisk.

A MERE £29.99
Order code APSK

EVERY AMIGA GAME EVER

After information about Amiga games? Then you'll need AMIGA POWER's official Every Amiga Game Ever book, which contains a review of (very nearly) every Amiga game ever – almost 2000 of them in all. "Far more than just a hastily updated version of AP24's Absolute Power feature," enthuses the Second Cyclist, "this is an enthralling reference volume which I have turned to time and again. I had no idea, for example, that *McDonald Land* was originally featured in AP19."

ONLY £12.95
ORDER CODE APJD

COMPLETE CONTROL

"IT HAS TAKEN ME MANY WEEKS TO COMPILE THIS BOOK," roars AP tipsmeister Rich Pelley. The result is perhaps the most comprehensive manual on Amiga games playing available anywhere in the world, with everything from the tiniest tip to the vastest complete solution packed into its voluminous pages. Carry it with you always. "Aaarghh, I'm deaf," adds the Third Cyclist.

JUST £9.99

SUPER CD32 CONTROL PAD

The CD32 joypad, eh? And what's more, you only get one of them, which is no use when you want to play a two-player game. Or if it breaks. We bring you, then, the Competition Pro Super CD32 Controller. Comfortably shaped, it has a precise D-pad, nifty fire buttons, an almost entirely useless 'slow motion' facility and full auto fire, allowing you to destroy all challengers in a hail of laser bolts. "But only if they shoot first," advises the Fourth Cyclist of the Apocalypse.

ER, £19.99

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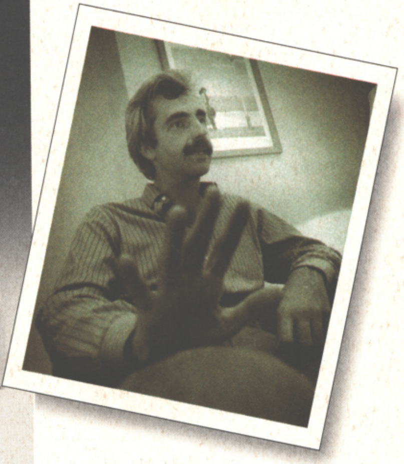
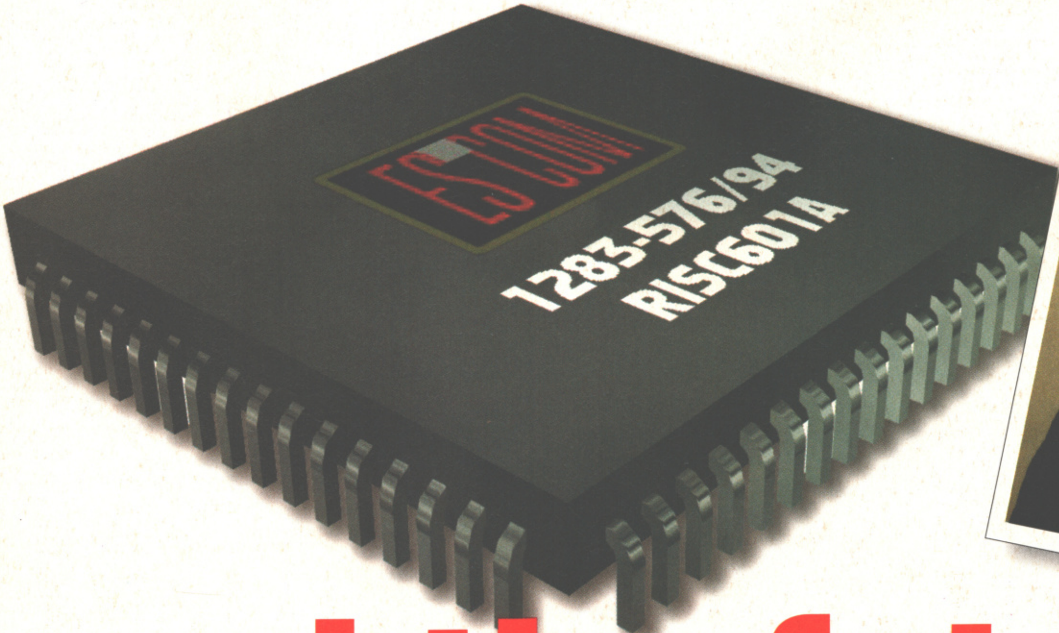
The past...





and the future!

the present...

AMIGA FORMAT news

- Exclusive buy-out report p10-11
- How Escom won Commodore p12-13
- What next for Pleasance? p14-15
- More Amiga news .... p16 and 18

Commodore: the final hours

Nick Veitch and Dan Stets give you a blow-by-blow account of the Commodore buy-out drama as it unfolded in New York.

Escom triumph in buy-out drama

After a year of waiting, Commodore has finally been bought. The end came in dramatic style when Escom's bid was accepted at the liquidator's auction on April 20, much to the anger of other prospective purchasers, whose bids were ruled invalid.

Objections were heard in a New York court on April 21, but finally, with an improved offer, Escom received approval for the purchase of Commodore.

The final sum depends on exactly how much Escom negotiate for the UK, Dutch and Philippino assets, but the core business of Commodore, including the intellectual property rights for everything related to the Amiga, fetched at least US$10million.

The sale must still be processed by a Bahama court, but this seems certain to go ahead without objections. For the full, exclusive story, *Amiga Format* has a special report from *Philadelphia Inquirer* reporter Dan Stets.

The World according to Escom

THE WORLD'S BIGGEST-SELLING AMIGA MAGAZINE

AMIGA FORMAT

SOLD!

Amiga saved!
- Escom buy Commodore
- New Amigas on the way
- Full, exclusive details

PLUS: Celebrate 10 years of the Amiga

EXCLUSIVE! The fastest Amiga in the world: we uncover the Cyberstorm 060

It's all in AMIGA FORMAT Issue 72

On sale NOW!

COMPLETE CONTROL

He's got tips coming out of his ears, more cheats than you can shake a stick at, a quota of level codes so staggering that it'll make your nose bleed, and enough cliches to last until the cows come home. Ladies and Gentlemen – once again we give you Mr Tips himself – Ricardo Pelliano.

MORTAL KOMBAT 2

(Virgin)

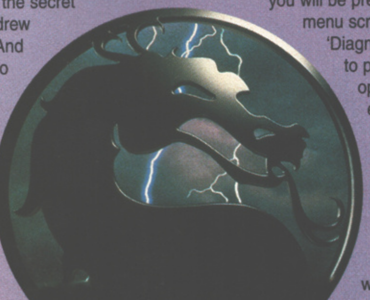
Just to re-cap. In order to know everything there is about *Mortal Kombat 2*, you will need the following: issue 44 where we featured the very game in on a moody black cover, with a huge preview inside; issue 46 where we gave the game the review treatment, concluding that it was "A glitzy, vacuous conversion, with the best 'feel' of any Amiga bashum game, and entirely accurate to the arcade machine," although it did have its problems; issue 47 where we gave you all the special moves for all the characters; issue 48 where we added in a cheat; issue 49 where we had to re-print half the moves that we got wrong first time round; this issue where we tell you how to fight the secret characters from Andrew Pennell of Norfolk. And you may well want to see what future issues 51-100 have to say, as we wouldn't be at all surprised if the dreaded MK words didn't rear their ugly head once or twice again.

To fight Smoke – On the portal stage, do loads of uppercuts until the bloke who says 'Toasty' appears, then immediately waggle the joystick left and right.

To fight Saibot – Win twenty five matches, ensuring that the twenty fifth match is a two player mode game.

To fight Jade – When you get to the opponent before the question mark on the mountain, win the first round either flawlessly or by using only one move.

Also, according to Peter Marsh of Nottingham, if you go to the options screen and slowly type the word ZEDWEB you will be presented with a menu screen entitled 'Diagnostics'. This ought to provide enough options to pacify even the most obsessive of *MK2* players, including Free Play and timer off options, and the chance to fight against Shao Kahn and Kintaro whenever you want.

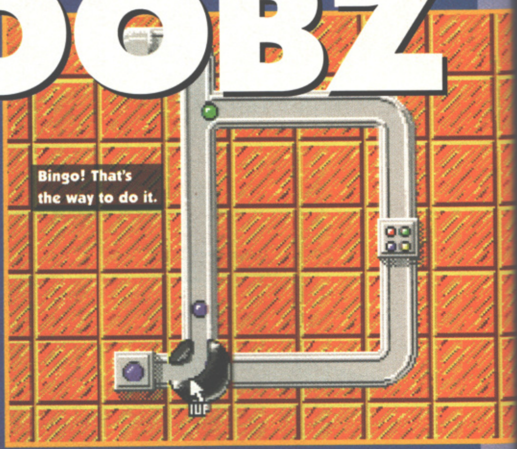


8 PAGES OF PRECIOUS PLAYING TIPS START HERE

Akira 60
Cannon Fodder 2 61
Death Mask 61
Exile 64-65
Gravity Power 62-63
The Last Resort 66-67
Mortal Kombat 2 60
Naughty Ones 61
Toobz 60

TOOBZ

(AP49 Coverdisk)

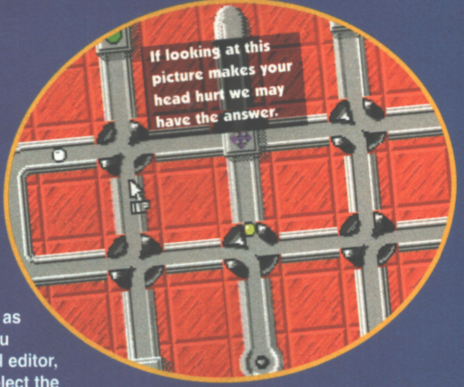


Bingo! That's the way to do it.

You may have thought that Linford Christie was quick off the mark, but he's nothing compared to Stuart Brown of Aylesbury. Because only a matter of days after the magical AP49 hit the shelves, what did we find had plopped its way onto our "Get Stuffed. And don't come back. Ever." doormat? None other than a selection of codes for said game, with strict instructions to "print as soon as possible". Rotate your eye balls, we'd therefore suggest, this way:

Level 6 – PROTEXT
Level 11 – TEXTURE
Level 16 – MAMMOTH
Level 21 – SCRUNCH
Level 26 – VOLTAGE
Level 31 – GRAVITY
Level 36 – CULTURE
Level 41 – ATHLETE
Level 44 – OBVERSE

Also, according to Stuart, there is an easy way to get around a level if you find it too hard, by entering the password as 'EDITOR'. This gets you (surprisingly) to a level editor, from which you can select the appropriate level, set the timer to maximum or the number of balls left to one. "And if you can't complete the game after all that," ventures Stuart, "I'll eat my cat." Although, of course, he may at this point have meant 'hat'. or he may not. You never know with our readers.



If looking at this picture makes your head hurt we may have the answer.

AKIRA

(ICE)

As has been discussed in these pages before, the AP team's individual views on tips is split somewhat down the middle. "They totally ruin the game and waste you money," feud one side. "But no – they allow you to get further in a game that you would otherwise give up in, and so add value," dispute the other.

Akira is one game that, the latter group will be pleased to hear, argues the "adds value" case quite convincingly. Because as JD said in his review, "unless you have the level codes or the patience of a gibbon you are unlikely to ever see past level one". And seeing as even JD's gibbon-like patience had been beat, some level codes look like they might be in order. And that's my job.

DO NOT BUY THIS GAME.

Level two – Lets Ride
Level three – Captured
Level four – Teddybear
Level five – Castles
Level six – It Stinks
Level seven – Flyingbike
Level eight – Escape
Level nine – Big Blob

DEATH MASK

(Alternative)

Doom on the Amiga? Howard Shelmerdine of Huddersfield would like to think so.

Level 2 – 52385
Level 3 – 22428
Level 4 – 84843
Level 5 – 22081
Level 6 – 38641
Level 7 – 06395
Level 8 – 33224
Level 9 – 35527
Level 10 – 48962
Level 11 – 65074
Level 12 – 62438
Level 13 – 28283
Level 14 – 85325
Level 15 – 10769
Level 16 – 25324
Level 17 – 43542
Level 18 – 62156
Level 19 – 84678
Level 20 – 57093
Level 21 – 29264
Level 22 – 47446
Level 23 – 75330
Level 24 – 82855
Level 25 – 58474
Level 26 – 38392
Level 27 – 55276
Level 28 – 68163
Level 29 – 15156
Level 30 – 70948
Level 31 – 54334
Level 32 – 39814
Level 33 – 52262
Level 34 – 73164

"Also", adds Howard, "while playing, press ESC as if to die. Then when the screen goes black press ESC again and your character will scream again. Then when you restart the level, after a couple of seconds the next level should load up (provided you weren't on your last life, that is)."

Buy the Times.

NAUGHTY ONES

Ornaments a-go-go.

(Interactivision)

Here at AMIGA POWER, we like to think that we know more about Amiga games than any other set of individuals on the planet.

Call it immodest, but we are so sure that we even always buy our hats a couple of sizes too big. Under the delusion, this is, that our brains and heads must be several sizes bigger than the average human in order to have absorbed so much information.

So when the other day we decided to surprise the AP postman by swinging out of a tree and rugby-tackling him to the ground – only to find a cheat to *Naughty Ones* that we never previously knew about flapping feebly in his hand as he plummeted teeth-first towards the pavement – you could have cut the air of embarrassment with a knife. How could this have ever slipped us by?

It's so simple, too. All you have to do, as the magnificent Paul Rietveld of Holland instructs, is to type 'JOSHUA' on the little screen to get yourself infinite lives. Can you ever forgive us?

CANNON FODDER 2

(Virgin)

The day Cam got bored of *Cannon Fodder 2* was to be, of course, the day that the devil skied into work slurping an extra large blue-raspberry flavoured Slush Puppy. Or, at least, so we thought. But – and the world blinked twice to make sure that it hadn't made a misreading – there it was on page 61 of issue 48. For mission 16 phase two was, as far as Cam was concerned, it. His disillusionment was apparently something to do with a lack of public demand, but what he didn't until now know is that a letter has since come flooding in to me from Martin Syker of Wakefield. "Please continue with the *CF2* solution – oh, go on," it ran.

And, as if by some freak of coincidence, what should I find in the very same post bag but a complete *Cannon Fodder 2* solution from Alex Simms of Sunderland. And with Cam looking forward to any more news about *Cannon Fodder 2* as much as a man with a hangover hungers a greasy fry up, I'll take the responsibility myself and print what Martin had to say (mission sixteen phase three onwards) pretty much word for word.

MISSION 16

Phase 3

Get in the car and drive down in between two hedges to collect the two parts of the grenades. Now just drive around and the turrets will blow themselves up (possibly with a helping grenade or two.) When the chopper lands, let it have it.

MISSION 17

Phase 1

Jump in the chopper and let everybody have it.

MISSION 18

Phase 1

Move to the top left and grenade the turret. Split the team and send one man with the grenade down and left where two rocket launchers should kill themselves. Walk right and rocket the turret, go down right and let the next turret have it too. Walk left and pick up the rockets, cross the bridge to the right, rocket the hut, watching for booby traps. Walk up and right, rocket the turret then the buildings. Now either rescue the hostage from the right of the bridge, or pick up the car from the far left and drive him back instead.

Phase 2

Shoot the rocket launcher, split one man off and walk him up the path taking out turrets to the right. When you are blown up, you will find a SS icon. Collect this for fifty rockets, four stars and invincibility. Now just keep walking up, taking out turrets and buildings at either sides, cleaning up any survivors.

MISSION 19

Phase 1

When you start, walk left and let the turret below blow itself up. Get in the car to the south, zoom up then left in order to take the ramp as fast as possible, but ensure that you have slowed down significantly enough to take the second ramp down and to the right, else you'll overshoot and die. Hit the next ramp, slow down for the next and dodge the turret's fire. Hit the ramp at the top left corner, jump the fence, get out and get in the tank. Blast the fence and enemy turret (could take a while), then the fence and building, then the fence up and to the right. When you take the path, there will be rocket launchers waiting for you, but don't shoot them or you'll blow yourself out. Shoot the two fences back to the left and right of the start, and finally the house. Grab the hostages from the top right and bottom left of the map, and take them to the bottom right, blasting the fence as you get close.

Phase 2

Pretty easy this one. Walk clockwise pretty much inch by inch around the compound, blowing up whatever takes your fancy. Make sure that you kill all the soldiers, though. And don't bother with the civilians.

Phase 3

Quickly cross the island, collecting the bombs as you go, then rush left to land. Split your men, sending one north to kill the rocket launcher, and the other up and left in order to grenade the building over the water. Cross to slightly beyond the destroyed building, walk up and run quickly upwards to kill the rocket launcher. Run down as far as possible, swim across left, walk up to the left edge of the map and up to the top left and get in the UFO. Land on the water-based rocket launcher to the south, then the land-based one below that, fly to the right side of the sections of land up and the right, quickly jump out and grenade what you see. Pick up your hostage from the last island you visited, and take him to the top right of the map.

Phase 4

As soon as you begin, kill everybody around you. Split one man off and use him to cross the bridge, kill the rocket launcher and any on-coming soldiers. Grab the rockets from the south side of the bridge, then cross back over and blow up the hut, then the turret. Get into the UFO and rescue the hostage, and take him back to the bottom right corner of the map.

MISSION 20

Walk left to the first opening, rocket the turret, take the bottom left passageway, and rocket the building once it hoves into view. Get in the UFO you find, fly south and split off one man to make full use of the tank. Drive along the road, shoot the turret a bit further down the road, then shoot what you'll find lurking around the corner. Use the UFO to pick up the man up and go right to where you found the tank, land on the two rocket launchers at the top right of the map, rescue the nearby hostage, and take them to the top left of the map. Split one man off and rocket the turret to the south before finishing off any survivors.

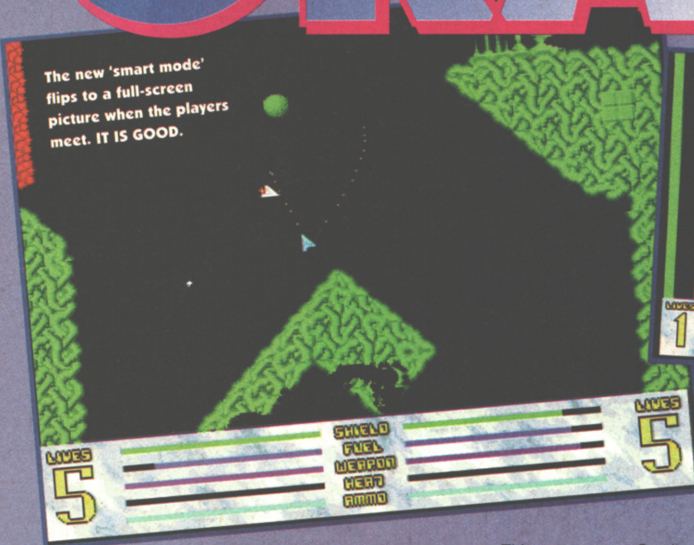
And, well, we'll finish things off next month. And remember – if anything is still giving you trouble – then why not write in to The Last Resort? It'd love to hear from you, we're sure.

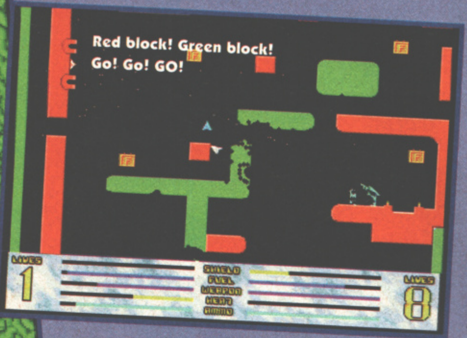
DON'T FORGET

**Complete Control,
30 Monmouth Street,
BATH,
BA1 2BW.**

Because if you don't, it'll get lonely. The best two contributions each month'll get a prize too.

GRAVITY


The new 'smart mode' flips to a full-screen picture when the players meet. IT IS GOOD.


Red block! Green block! Go! Go! GO!

Hosannah! for we have obtained a sequel to *Gravity Force 2*. Olé! for we tell you here how to play it well.

Ever striving for perfection, we, the mighty beings of AMIGA POWER, have commanded Jens and Jan, demi-god creators of *Gravity Force 2*, to write a new game for you, our readers, rewarding them inadequately with money, and inexplicably calling Jan 'Lars' in last month's All-Time Top 100.

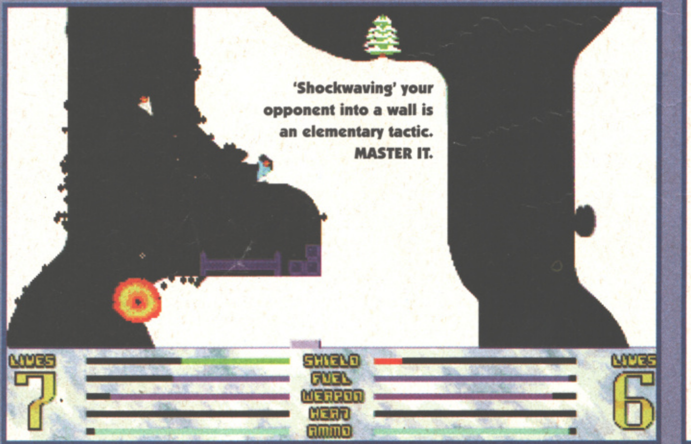
This new game – *Gravity Power* – adds much to the *GF2* structure. Join us for the next half-hour as we show you how to get the best out of what is without doubt the world's greatest ever game except (for some piddling technicality) for *Sensi*.

THE GAME

Gravity Power is a *Thrust*-with-guns duel for two players. There are 140 arenas, with eight locations.

The game uses 'real physics', so if, for example, you fly fast and fire, your bullets go further; or if, say, you drop a bomb into water, it slows down.

Up to eight combatants can take part in a tournament, and solo players can brush up their skills in a race level. And it's great of course, except for the special AMIGA POWER level being set inside a computer. Those crazy young Swedish kids, eh?


'Shockwaving' your opponent into a wall is an elementary tactic. MASTER IT.

SPECIAL WEAPONS

Along with your cannon, you are allowed one special weapon. Appreciate our analysis of the list.

○ **BOMBS:** Free-fall bombs explode when they hit something. Remote bombs explode when they hit something, or when you press fire. The unfathomably named spex bombs explode when they detect a near object on their x or y axis and are extremely hard to use.

○ **MISSILES:** Non-guided missiles (or rockets) fly in a straight line until they hit something. Guided missiles arc towards your opponent, exploding after four seconds if they don't hit him.

○ **EXTRA CANNON:** Multi-directional fire (affectionately known as the 'plib gun') half-heartedly sprays bullets from all about your ship. Forward multi-directional fire limits the spray to a frontal 'plib'. Autocannon backwards *is* your cannon, but backwards, and is good. Triple autocannon backwards 'plibs' a fan of three shots and is not good.

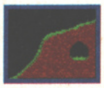
○ **REPLENISHERS:** Extra ammo and extra fuel replenish the appropriate supply. Alternatively, switch on 'bonus pods' from the preferences/world attributes sub-menu to scatter power-ups about the arena.

○ **ENGINE TWEAKERS:** Super brakes stop you dead. Repulsion bounces your ship away. Warp speed blasts you through walls. Fast reverse is a neat way to get the drop on someone in a chase. Silent running muffles your engines.

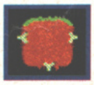
○ **MINES:** Air mines are tiny floating proximity bombs. Used in a pattern, they can devastatingly throw a ship helplessly from one explosion to another. Invisible

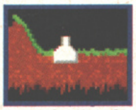
THE CAST

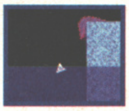
YOUR SHIP: The champion of truth and justice, and far worthier than your opponent's sinister shuttle of doom and darkness.


'FRIENDLY' SCENERY: You can plough through 'friendly' scenery, suffering middling damage. And you can shoot it and blow it up.

'DEADLY' SCENERY: 'Deadly' scenery is sticky and hard, and traps and kills you. It's indestructible.


SHOOTERS: Shooters are dormant for a few seconds as a level starts, then start firing in a straight line until they are killed.


REMOTE GUNS: There are two 'flavours' of remote gun – 'Cherry Garcia' and 'Health Food Garlic'. Cherry Garcias guard your base (or your opponent's) and will fire only upon the other player. (But will shoot 'through' you to get to him.) HFGs fire on the first ship to cross their path. Both 'flavours' are indestructible.

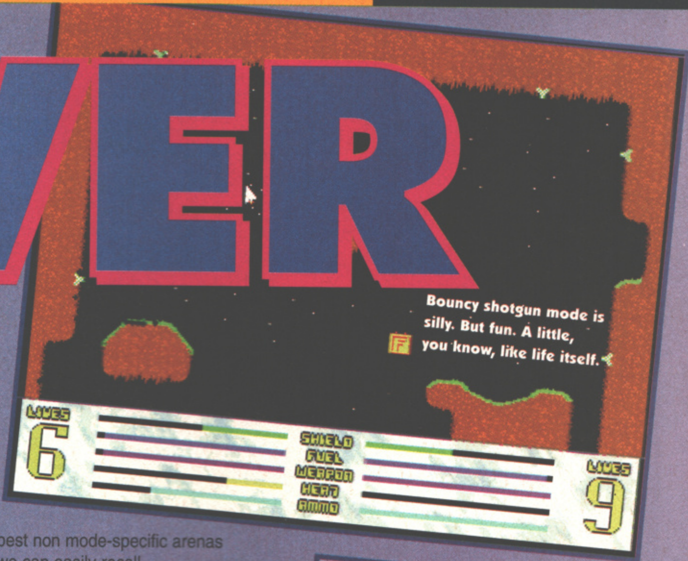

WATER: Water isn't harmful, but flying through it uses up a lot of fuel. A few levels have inverted underwater landing pads, which are great. And when a bomb goes off in water, the water level jumps tremendously satisfyingly.

JEEPERS: Jeepers flash with hazard lights, and with good reason. If you hit a jeeper you are stuck until you die. (From "Jeepers! Stuck!" – the admonition of gentlemen.)

MAGNETS: Magnets suck your ship off course, usually into walls, but sometimes directly onto the magnet, a terrible fate from which there is no escape. Beware especially the 'super magnets', which, alarmingly, are indistinguishable from the real thing, but are at least three times more powerful.

THE BUNNY: Bunny kill! Bunny death! Avoid, avoid, avoid!

POWER



Bouncy shotgun mode is silly. But fun. A little, you know, like life itself.

mines are horribly undetectable. (The wise player will spray bullets about him to find a clear path.) Both types explode regardless after five seconds. Phew.

BASIC 'THINGS'

Flying and exploitation of 'real physics' aside (things that clearly cannot be taught), there are basic skills to master if you want to succeed at *Gravity Power*. THESE ARE THEY.

○ Use a Gravis joypad: The main failings of *Gravity Power* are that only one player can use the keyboard and it doesn't support two-button pads, and performing high-torque power dives with complicated up/down/fire movements is irksomely demanding. Employ, therefore, the direction-simulating buttons of a Gravis pad. Gravis – the Joypad of Champions. Oh yes.

○ Harass your opponent: Do not let him land. Bother him relentlessly, and, upset, he will make mistakes.

○ Learn how to 'airburst' – that is, set off bombs or rockets with a stream of similarly-aimed bullets.

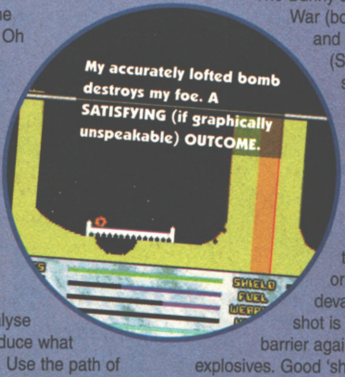
○ In linked games, analyse the sound effects to deduce what your opponent is doing. Use the path of his bullets to determine his off-screen position.

○ Conserve fuel and fox 'audio-led' players by 'swallow-hopping' (firing your engines in short, angled bursts) and 'drifting' (using your momentum to move without power).

○ Practise ramming your opponent into walls and jeepers.

○ If you land flat (that is, with the base of your ship square against the ground) you avoid damage, so learn to turn your ship away as you zip towards ceilings or walls, aiming to hit them with the base of the ship so you bounce off harmlessly.

○ Learn also to control a rapid descent with your engines so you land on your pad without ricochetting high into the air – only when your ship is completely at rest will your supplies be replenished.



My accurately lofted bomb destroys my foe. A SATISFYING (if graphically unspeakable) OUTCOME.

MODES OF GENTLEMEN

True *Gravity Power* players prefer to test their mettle with a variety of weapon/power combinations. These such 'Modes of Gentlemen' come highly recommended.

○ Race Mode. Select normal guns, and 'Autocannon Backwards' or 'Warp Speed' as a special weapon, and set the reload time bar to minimum.

Race levels are usually intensely tight-packed affairs and so afford maximum thrillage as you jostle gentlemanly for position or blast the ship behind with a 'beetle squirt'. Surprisingly, nearly all of the race arenas are good, although by far the best are Low On Fuel (also a fantastically entertaining battle arena), Shortcut, Step On It, Twisted and Up And Down (all Grasslands), the harsh and tortuous Mystic (Alien World) and Race On (where having to land on Gate Two livens things up a spot) and Sexy (both Legoland).

○ Rockets vs Bombs Mode. The best 'mismatched encounter' mode. Try Beat The Bunny and Long-Distance War (both Grasslands) and Can You Do This? (Slime). The higher-starting player has rockets, natch.

○ Shotgun Mode. Triple-shot cannon with scattered shower fire and minimum reload time, with bombs or rockets. Such a devastating cannon shot is an effective barrier against incoming explosives. Good 'shotgun' levels are Whoops (Boring) and Tough Start (Grasslands – specify 'bouncy shots').

○ Stealth Mode. No guns, 'Silent Running' as a special weapon and 'Invisibility On' ('Up' to activate). Suitable only for link play, this combination allows you to conceal your ship from your opponent by blanketing the engine noise and vanishing from his screen, SUDDENLY TO APPEAR BESIDE HIM AND RAM HIM INTO A WALL. Your engine flame will still be visible though, so practise your 'drifting'.

'Stealth' games are by nature more cunning and slower-paced than normal. Good beginner 'stealth' sets are the soft-walled Desert and Arctic levels; advanced arenas are Boxes (Grasslands), Flumm-Marabou and Oh No, More Slime (both from the Boring levels).

○ Water Mode. Guns and bombs. The two 'water' levels – Tideland (Metal World) and Floodland (Arctic World) are excellent 'handicap' arenas. He who controls the topmost pad controls the level, for each GRADUALLY FILLS WITH WATER.

OTHER GOOD LEVELS

If you can't be bothered trying out all 140 levels (although you should), here are the best non mode-specific arenas we can easily recall.

○ Alien World: All eight alien levels demand impossibly developed flying skills, with their brutally vicious 'red weed' landscapes, and so are recommended for advanced players. The best arena is The Skull, with sudden diagonal roofs.

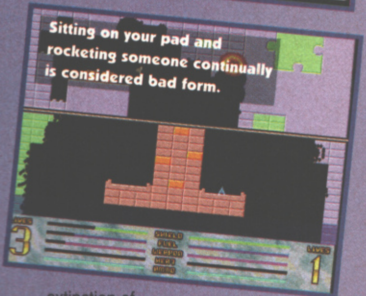
○ Arctic World: Icy Cave (a fine arena with an inconvenient remote gun), Cold War, Make Your Way, The Circle and The Snow Castle.

○ Desert World: All seven desert levels are adequately entertaining. The best is The Oasis, where battles tend to be swift and terrible affairs centring on the single landing pad.

○ Grasslands: Air Traffic (a splendid challenge, with shooters and remote guns), Beat the Bunny, Diving, Fast One (try bombing through the floor), Gr8, Great Art, Island, Large Arena, Magnetoworld (featuring THE SATANTICALLY POWERFUL MAGNET O' DOOM), Quick Turns and (of course) The Tower.

○ Boring World: Islands in Space, Merry-go-Round and Underwater (for it is).

○ Legoland World: Chaos Cavern, Check it Out, Dead Calm, Firepower (tempt your opponent into the HFGs FROM HADES), Puzzle Ayriba, Springtime (a tremendously empty arena with sudden walls), To Death! (presumably 'to the death' rather than a celebration of the extinction of human life) and Work Out.



Sitting on your pad and rocketing someone continually is considered bad form.

○ Metal World: Catch the Fly, Jerk Around, Monster Bunch (for the pictures of monsters), No Name, Basement (witness the marvels of the upside-down landing pad) and Portal.

○ Slime World: Can You Do This? and Fiendish Features.

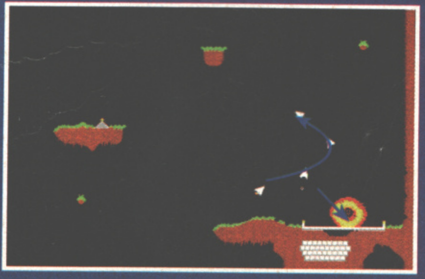
AND FINALLY...

If all of this splendid advice leaves you strangely unsatisfied, there's more. Try humiliating a vanquished opponent with a 'victory landing' upon his base. Or collaborate with your foe to perform a crowd-pleasing aerobatics display. Or draw your own levels in Deluxe Paint. THE POSSIBILITIES ARE THREEFOLD. With some others, we expect.

● ***JONATHAN NASH***

HOW TO LOFT A BOMB

Lofting bombs – using your momentum to arc the bomb forwards at an opponent without having to get directly above him – is a Good Thing. Done correctly it catches Johnny Badman flat-footed and ENSURES A KILL. Mess it up, however, and disaster will certainly follow. LET AMIGA POWER DEMONSTRATE A DOING CORRECTLY.



1 You approach an opponent speedily and at an angle.

2 You launch your bomb, simultaneously steeply curving your ship away.

3 The bomb arcs in while you speed from the potentially dangerous blast area. Eat kaboom, Johnny Badman!

EXILE

1 Access to deepish east

Open the door by dropping an object on the button.

2 Blobs for western door (part one)

Shoot down the life craft into the second pond to the left and use it to block the gap above the clam.

You will be granted access to a small underwater cavern. Somewhere around here you should notice a small inaccessible area with lots of slimers bobbing up and down. Use an inconsistent pestering of bullets to gently coax one of the little suckers out, and feed it some coronium.

Place the dormant slime on the life craft, and press the button to close the door and float the craft up.

3 Blobs for western door (part two)

To complete the conversion of slime to coronium, you need to expose the dormant slimes to acid. You should have encountered a Happy fish by now – use this near the piranha nest in the isolated chamber to the west. Directly above this chamber is where you will want to be converting your slime. Insert one of the blighters into the slot at the top, go to the stone portal below and let rip at the switch on the overhang with a few well-aimed shots. Now just fling the coronium up the wind shaft.

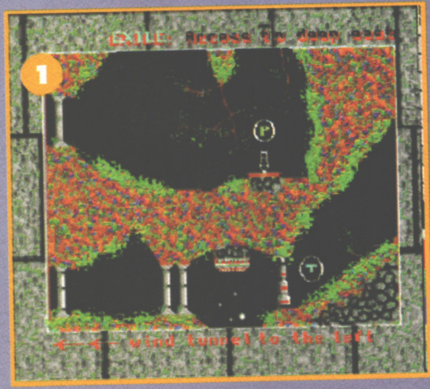
4 Getting some blobs

This section is quite possibly the most tedious and long-winded in the game – so bear with it. The first thing that you will need to do is get your grubby mitts on a radiation pill. This requires you to visit the extensive network of underwater tunnels by the large stone portal. Lurking about are piranhas, which you should either avoid or destroy. Try to pick up at least two of them, then head down towards a mushroom-covered tunnel. Use the piranha to drag you through, then another on the clam. The clam has the pill in its mouth and will drag you back up to the surface. Swipe some coronium on the way. The other vital piece of coronium is at the end of a tunnel, directly above and to the left of the wind generator room. Getting there is exceedingly tricky though, as it requires you to jet through the stream of plasma emitted by the gargoyle head. Good luck!

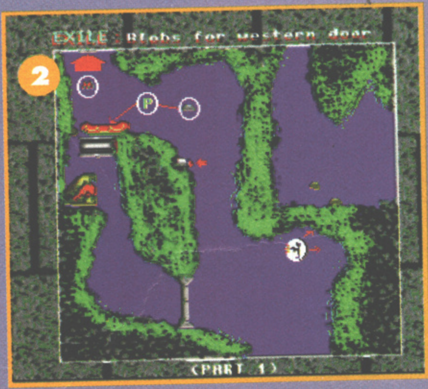
Once through, destroy the birds and drop the coronium past the barrage of flames. Use the two rocks to destroy the large stone portal. This will allow you to make use of the previously inaccessible acid that drips within. Return to the wind generator room and stand next to the small stone portal. Shoot at the switch and you will get blown through. Feed any small lumps of coronium you have to the slimes, pick up one of the gooey blighters and fly as fast as you can. Jump behind the horizontal portal, descend a level, drop the slime (but make sure that it can't be blown through), and teleport. Press the switch and collect the slime.

5 Getting past some fish

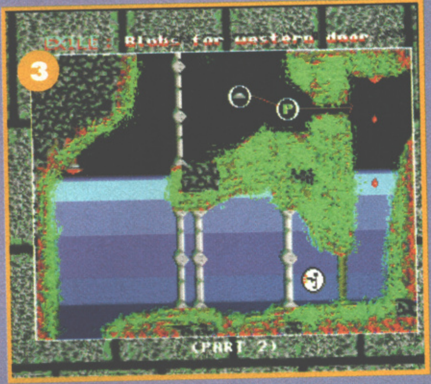
The glowing orb will deactivate your jet pack, so drop your life craft in the water to avoid the fish. From the other



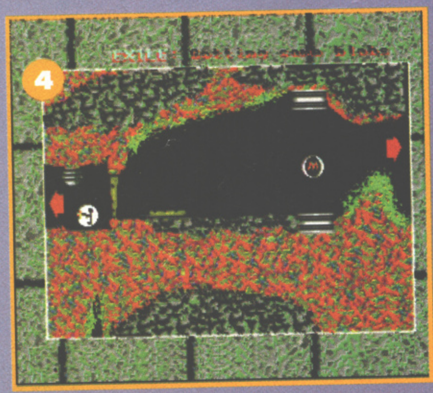
Access to deep east.



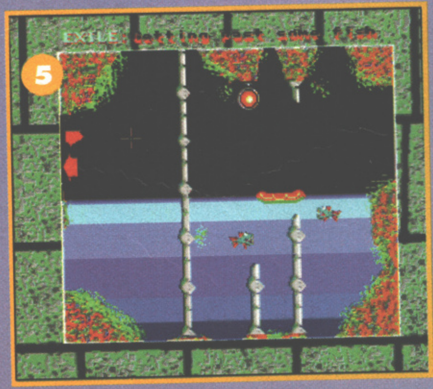
At the bottom of the wind tunnel.



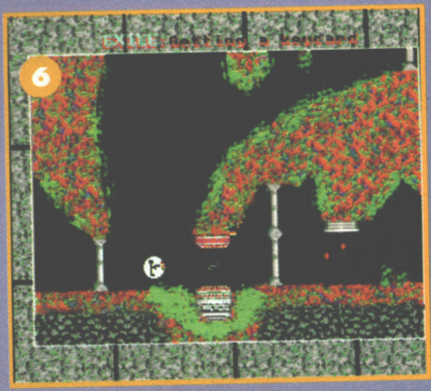
Convert your slime.



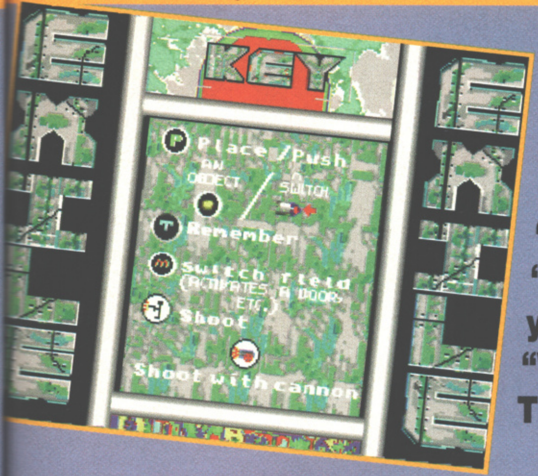
Turn slime into fuel.



Getting past some fish.



Getting the key card.



"About those *Exile* tips you promised," mumbled JD slightly incomprehensibly down the phone.
"Yes," replied Rich Pelley.
"Next Monday?"
"Hmmm."
"And could you try to make them funny? Those ones you did for *Bloodnet* were boring beyond belief."
"Well, none out of two isn't bad, for me, Rich Pelley: The Tipmaster."

side, travel up and left there you should find an egg. A bird will eventually emerge and eat the two fish in the pool, leaving you to bag the keycard in safety.

6 Getting the key card

The card you need at this point is imprisoned in a mound of earth. Annihilate the turret and glowing things quickly. And bingo! – the card will float up the wind tunnel.

7 Dealing with pipes

Place the coronium as shown – the first on the bottom of the slope, the second a little further up. Now run and jump, securing yourself on the pipes. The coronium will slide slowly down and eventually blow up, so try not to be in the vicinity when this happens.

8 Energy pods

Use the jet pack booster to propel yourself into the small enclosure before the doors lock you in. You probably won't get straight through in one go, so holding the door ajar and gently pushing past ought to do the trick.

9 Flowing upwards?

To get from the three doors to the subterranean waterfall, don't dilly dally with the knobs that beep – simply blow up every door with the cannon. Similarly, a continuous stream of fire will eventually destroy any horizontal doors. The waterfall initially prevents you from reaching the room above. To get around this you need to raise the water level. Shoot the door with the cannon, chuck the boulder over the gap onto the cistern (red thing), and edge your way up as the water level rises. Above this area is a room with three teleporters. One of them will take you to the maggot machine.

10 Getting the RCD (part one)

The flask activates the door via some sort of switch field. Get it, fly back, chuck it through the door and teleport, catching the flask at the other side.

11 Getting the RCD (part two)

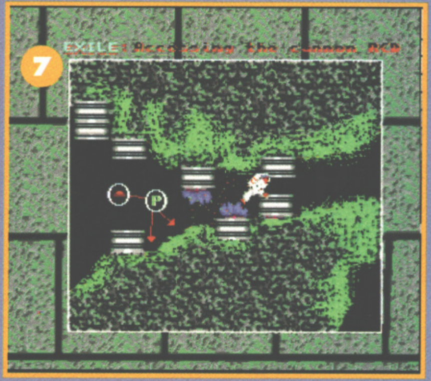
Drop the flask on the portal, fly to the switch and push it until the portal opens, teleport, and bingo.

12 Getting down a hole

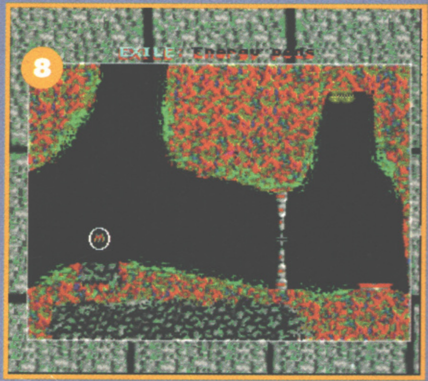
Retrieve Fluffy from the mushroomy cave. Locate the whereabouts of the sliding rock, drop Fluffy in the gap, and ram into the fire with the rock. Fluffy will push the button on your behalf. Get the cup and fill it with water, go back to the sliding rock, drop the cup in the gap and ram into the fire with the rock. The fire will extinguish, so head down the other side of the wall (where the fire was), and get the keycard and boulder. And, with a bit of luck, you ought to be able to finish things off from there on your own.

● *RICH PELLEY*

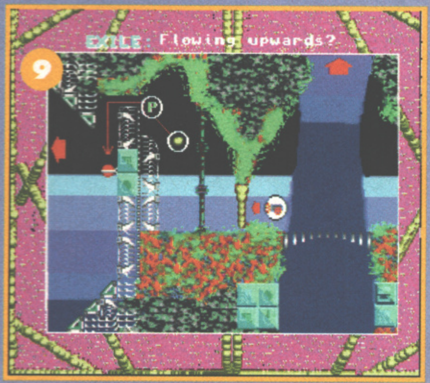
(And our extra special thanks go to ***Derryn Hazlehurst*** *of Orkney whose original wisdom and artistic talents we are quoting from and displaying here. You'll be hearing from us in a prize-giving sort of way very soon, Derryn. – Ed)*



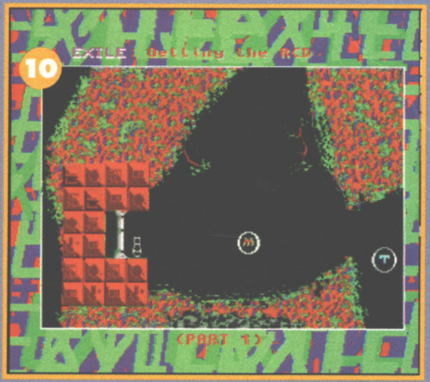
A little further down the wind shaft.



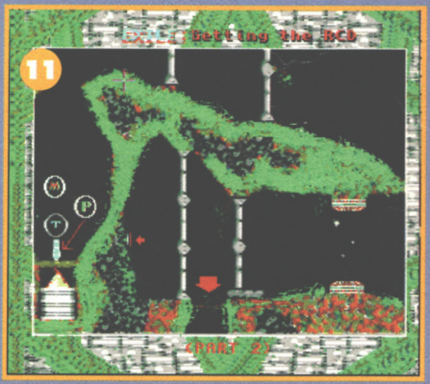
To the right of the wind shaft.



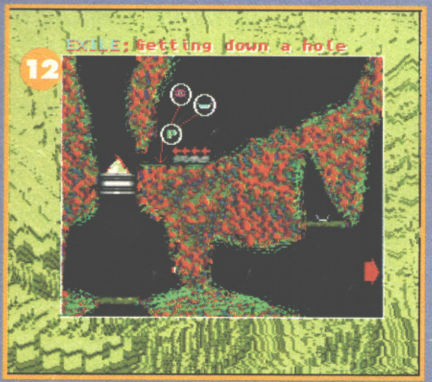
Extremely deep and eastern underground.



Very near the beginning.



Still near the beginning.



Shallow east.

BEATEN?

Then you're quite right in thinking you need...

THE LAST RESORT

with Rich Pelley

And once again, it's the man who needs no hype with the column that needs no introduction. It's the Last Resort, with Rich Pelley.

(Quite Frankly, Rich, if you're reading this (which I have a sneaky suspicion that you never will), I'd just like to point out that this is one of the most horrendous stunts that you have ever pulled. 'The column that needs no introduction' indeed. Don't think you're going to get out of it quite like that. I mean – what with this being a bit of a special issue and everything – you might at least have made some sort of effort. Tsk. You just can't count on things these days. Take modern technology. They can send a man to the moon, but they can't invent a carton of orange juice that doesn't spill out all over your front every time you open it. Anyway, I digress. Buck yourself up Rich. Sometimes, I don't know why I bother. – Ed)

LEGENDS OF VALOUR

Q "Could you tell me how to complete the third mission for the thieves' guild. I can find the architect's house, but each time I enter I am instantly caught."
Jonathan Hauer, Birmingham

A Oh, I don't know. Stop hassling me. Go away. Look, here are some Loose Ends instead...

LOOSE ENDS

These readers ends are rather loose, so to speak. Please try to help do something about it.

Q "WORLDS OF LEGEND is giving me the hump at the moment. I have come across two rooms in level one of Tokiyama. The first has a sign reading 'Security Level A' with four skull pads in each corner, and a single switch. The second has a sign reading 'Security Level B' with a large red circle and two switches. I have got the crystal key but cannot get any further. Gumph."
Koro Ryder, New Zealand

Q "I am stuck in the vengeance episode of STAR TREK THE 25th ANNIVERSARY. Nothing I do seems to make the slightest difference to the outcome of the battle with the fake Enterprise in which I always but always get killed.

"I have used what I think are the most logical responses. I select choice one to Urara before beaming over to the Republic. At the Republic, I use McCoy on the expired crew member above and to the right of the beam-down area. I then use Spock on the console and the Captain's chair, then McCoy again on the woman in the sickbay, and finally have Kirk talk to her. I try everything else I can think of and have found nothing else, so I beam off. While pursuing the fake Enterprise, I use choice one then choice two, which I take as being a stall for time as it extends the conversation with the nasty doctor, then finally choice three, which causes an ambush.

"I can hit the fake Enterprise before it gets out of range and the Elasi backup arrives. Then when I am firing away at one ship another fires back at me. Having chosen to send two messages to Starfleet I was kind of expecting backup of my own.

"Anyone still reading? *(Not me – and I'm typing the thing out. – Rich)* Have I missed something on the Republic? Or made the wrong choice somewhere? Or do I just have to persevere? From the previous episodes I have obtained 100% twice and 90% plus from the others, so my crew should be fairly competent, yet I cannot win this one. Can anyone help? Oh – go on. Please?"
Dib-dab Austin, Suffolk

Q "I too am stuck on STAR TREK 25th ANNIVERSARY, although my problem is a little more modest. On the mission called 'That Old Devil Moon' I have got to the security door on the moon, but don't know the security code to let me inside. Where is it?"
Martyn Summers, Bideford

Q "Yo. On BATTLETECH I can find every city and the Cache and the Inventor's hut. I have exposed most if not all of the landscapes, but I cannot enter the Cache. I know I need to reach Doctor Tellhim to be able to do this, but where in the name of reason is he?"
George Fraser, Scotland

Q "Help! Help! Help! I am stuck on FASCINATION. I get to the Vital and put it in the fridge in the Ice-tray. I pick up the key ring and get the key. I find the token and the torch, I get the battery, put it in the torch and go to the QUL. I make a phone call to the boss, go to the car park, put in the elevator code, but I still need the card and the vital. This does not please me"
Anon, Somewheresville

Q "Ooooooooooooohhhhhhhhhh. Well, you know. LEMMINGS 2. Beach level three. Sports level four. Egyptian level five. Circus level three. Mediaeval level four. And Space level three. Oh, go on. You know you want to really."
Fran Jones, Wigan

Q "I am stuck on mission one of KGB. After escaping from Verto's apartment (also having looked at the photos of my parents, the nasty videos and the photos of Afghan soldiers) I am told next day either that the gangsters will have moved and kicked off to Siberia by that cur Vovlov, or Galkushkin tells me the investigation has fizzled out. Is, by some chance, the superior young man you find in the bar something to do with the solution to my little dilemma?"
Captain Rukov, Moscow

CASES CLOSED

These readers' cases have now been closed, if you will. Thanks indeed to everyone who made this possible.

FRONTIER

Q Dale 'Dimril' Bird or Cannock. Hello. Here's the answer to your problem.

A "You get a Nuclear Missile when you agree to undertake a 'Destroy' mission. The missile is then automatically fitted to your ship. You obviously took a Destroy mission, but was not aware of it. Go away and kill yourself now. What are you waiting for?"
Alex Smyth, Dunno

A "And here's a cheat that, although not directly relevant to your problem, you may find useful. When you get a ship with a gun turret on it, you can pause the game and line up your gunsights while the opponent is frozen. You can't actually damage anyone while the game is paused, but you can fire to see if you will hit – the target will glow if successful. So what you want to do is to line up, unpause, and fire very quickly."
Keith Massam, Devon

A "And here is another tip that the Boy Pelley has never printed before. First, make sure that you have got some rubbish in the cargo hold of your ship, then fly somewhere in space where you won't get caught for dumping. Next go to the cargo screen and click just underneath the icon for dumping rubbish. With any luck you will find that loads of stuff is ejected from your ship but the cargo inventory stays the same although the cargo space has increased. This is a useful tip if you have a small ship but want a large cargo hold."
Matthew Windle, Sheffield

A "And, by the way, whereabouts is the Mirage? Other magazines have said in the past that it is at the edge of the Galaxy, but does is mean at the edge of the inhibited space or out into the unexplored areas at the true edge of the Galaxy. I can't find it anywhere."
The Cavemen, Workington

A "And does anybody know what the '+F' means in the gun mountings part of the ship identification section in the manual. Because I don't."
Richard Newman, Windsor

BENEFACTOR

Q In AP48, David Jeffery of Lincolnshire was having trouble with the Bungee Trap in, what it transpires (although he forgot to mention, the clot) was *Benefactor*. Cue Daniel Thomas of Swansea...

A "Get to the platform beneath the Bungee rope, jump over the gap and bag the key. Return to the hut with only one door and you will come out in the two door hut next to the transporter. Take the right hand door of that hut and free the merry man, return back through the door you just came out of and head left until you find the axe. Pick it up and drop it by the lever that is next to the transporter. Locate and help the merry across the gap. Let him go to where the knob sticks out of the ground (if you'll pardon the expression), while you head for the bungee rope. Leap on, grab the key and you will bounce back onto a platform that the merry man slides under you in the nick of time. Escort him to the hut with one door, then as soon as he's safely through the transporter, pull the lever. A trap door will open and an axe will fall through. Fall down after it and free the merry man, who will get the axe and bash through the wall. He'll know which way to get to the transporter, so follow him through and Bob's your uncle. Or, of course, if you can't be bothered with fdoing all that, then simply skip to the next level with the password MNCN343T45.
Daniel Thomas, Swansea.

SLEEPWALKER

Q Fintan Scanlon of Waterford wanted to know how to get past the long strip of waters in the sewers. Because he couldn't.

A "Leave Lee walking between two walls while you nip down the sewer and shut the two sewage pipes – there is one at each end of the stretch of water. Go back and collect Lee, take him down to the sewer and nudge him backwards towards the strip of water with the barrel in. Wait on the edge until the barrel stops behind him, then turn him around and he will step onto the barrel and get carried across. Follow him, bringing him to a halt when he steps off the barrel, push him forwards right along the ledge and kick him off the end. Jump after him, kick him up the step and then all that remains is to negotiate him out of the sewer."
Kathy Dean, Bolton

PACIFIC ISLANDS

Q Back in issue 46, Miles Dinneen of Wellington was busy pulling his hair out. Hopefully, he's still got some left...

A "Send one tank section around the left hand side of the forest to attack the telecommunication base, watching out for the enemy tanks hidden in the small wood to the bottom left of the forest. Next send it to destroy the ammunition dump (to the right and down a bit). Section two and three should hide in the large wood above the forest in order to guard the bridges. Meanwhile, cross section four over the right hand bridge to the central cross roads at the centre of the forest, destroying as many of the enemy tanks as possible as they enter the forest and hove into view. At the crossroads, constantly swivel the turret through 360 degrees and eventually enemy tanks will approach. Destroy them and wait for more. In the forest, work using night sights with no magnification. All the while make sure that you keep an eye on the two bridges – if no more tanks appear, send section four back on the road to the top left hand bridge, again constantly swivelling your turret. Drive back and fourth along this road from the centre to the edge, and continue the slaughter until you have destroyed enough enemy in order to complete the mission."
Mr Gripe Thornton, Leeds

BENEATH A STEEL SKY

Q *Beneath a Steel Sky* is an old favourite of the Last Resort, mainly due to a number of inaccuracies in the solution supplied by Scheming Celt Turncoat Steve McGill – inaccuracies that coincided suspiciously with his sudden transformation from AP staff writer to Amiga Format Serial Link correspondent, or whatever he does now. But by way of an outroduction, here's exactly, word for word, step by step, how to complete the last section of the game.

A "After Joey has stabbed the man who wants you to go with him (and smashes up Joey), search his body and take the ID card. Go to the Linc-space terminal in the room where you opened the door. Jack on with the new ID and exit top right. Use the blind on the eye-ball, exit upwards and use the Divine Wrath program on the Crusader. Jack off. Now use Anita's card. Jack on. Exit top right, use the Blind program on the eyeball and exit upwards. Take the exit to the right and use the oscillator on the crystal. Take the helix. If you now have a look at your inventory you will find that you have a file marked 'Virus'. Jack off. Now walk through the huge doors that you'll have opened. Use Anita's card with the computer terminal. The system will crash. Pick up the tongs on the wall by the glass tank with Liquid Nitrogen in it. Walk right, use the cabinet on the right centre Android. Use Joey's circuit board with the cabinet (opening it first). Use the terminal and select option two. Chat with Joey and remove his board from the cabinet. Walk right, tell Joey to put his hand on the panel by the door. The door will now open. Walk right until you come to the rungs leading down. Use the cable with the pipe support and use the rungs. Use the tongs with the orifice. Then use the cable and watch the rest. Then when the prompt comes tell Joey to sit in the chair. Watch the end sequence and you will have completed *Beneath a Steel Sky*. Now that wasn't so hard was it?"
Nicolas Leslie Brian Reginald Wilson, Ulverston

As was revealed in the last issue, I may subconsciously shout on the phone, and for no apparent reason wear lots of layers of clothes all at the same time and in no particular order, but these personal foibles don't mean that I wouldn't love to hear from you. On an entirely professional, Amiga-gaming, tip-related basis, of course. So please be kind enough to send all your wibble to:

The Last Resort,
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And in the meantime I'll practice trying to sound more convincing while lying.

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26

BACK ISSUE OF THE MONTH

AP26 – JUNE 1993

In days of yore, football-filled AMIGA POWERs looked like this. (Although not quite as yellowed with age.) The excuse in June 1993 was *Goal*, which is reviewed inside. So, however, is *International Rugby Challenge*, with Stuart's dismemberment making famously entertaining reading. Further on, Cam dresses up as a rabbit, and claims to this day that he didn't feel even slightly embarrassed. The cover disk bears testament to the quality of *Graham Gooch Cricket*, and also contains the fabulous *Defender* and some other things. And, with the aid of an advanced time-travelling device, you could win a video recorder. AP26 – it's (special).

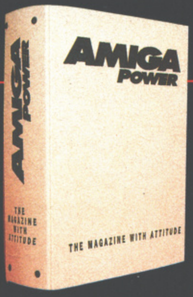
THE TOP 5 AMIGA POWERS

As voted for by the readers of AP.

1) Issue 32
2) Issue 37
3) Issue 28
4) Issue 33
5) Issue 30

ALSO LOOK OUT FOR...

AP20 – A porking 148 pages, seething with games.
AP30 – Containing a devastating broadside of quality reviews.
AP49 – Last month's, still crisp and fresh. With our new Top 100!
AP44 – So black it could suck out your very soul.
AP38 – Fronted by the cheeky, if irritatingly-spelt, Mr Nutz, this contains our disturbing investigation into censorship.



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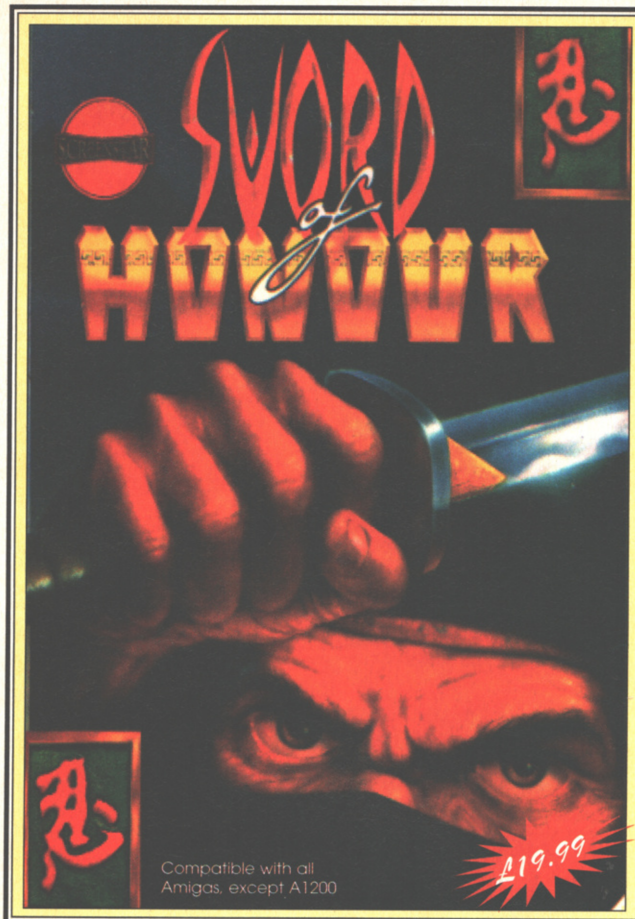
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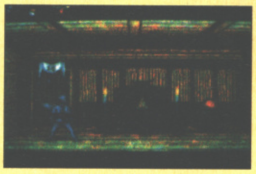

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The One Amiga 77% September 1992
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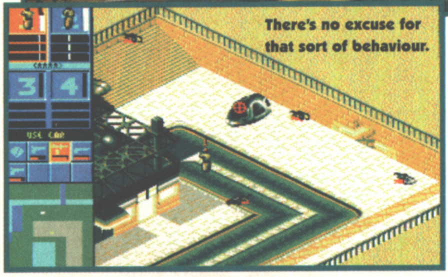
BUDGETS

Fifty issues packed with charm, sophistry, wit and budget reviews have passed before you. Here's to fifty more.

SYNDICATE

Pearson's headquarters. Yesterday.


There's no excuse for that sort of behaviour.

Runs on: A500, A600, A1200
Publisher: Hit Squad
Price: £15
Release: June

Blimey. We're lucky aren't we? Last month we had one of the best Amiga games of all time released on budget (*Cannon Fodder*). And this month we've got another one. In fact, at 93% for the A1200 version (and only a couple of percent less for the other versions), *Syndicate*'s one of our most highly-rated games ever. And not just because it's got guns in it. Although that does help.

The main reason I like it so much is because it manages to combine so many gaming elements in such an ingenious way. Even though it's great running around the level knocking over civilians, enemy agents or policemen with your shotgun, doing just that for 50 levels would get boring. This is why there are different types of missions for you to battle with (it's not all blast, blast, blast) and different weapons to learn how to use. As well as the different missions, the game throws in more strategy by adding money to the equation. It's okay running around the first few levels with a pistol or a shotgun, but as your goal of world domination gets nearer, the need for new toys increases as well. Thankfully, by putting money into research as you progress through the game, these will become available, although you've got to control how much money is creamed off for research by adjusting the taxes of the territories you've taken over. Be careful not to tax them too much, though, or you could have a revolt on your hands.

Be brief. Aha ha ha.

Debrief. Aha ha ha. Ha ha. Sorry.

But the game doesn't throw all these problems at you all at once. You're given time to assimilate all the information and use it to the best of your ability, and then, just when things are going smoothly, it'll throw something in your face for you to deal with. Just for a laugh.

This constant bombardment is what makes the game work as well as it does, giving you a constantly changing game and a challenge. And if it all does get a bit too frustrating it's nice to know that you can relieve the stress on the next level with your newly-researched Uzi.

Just like *Cannon Fodder* last month, it's difficult to see how anyone hasn't got around to either buying this or borrowing a mate's copy or something. But if you haven't, and you wanna spend some money on a game, you really should rush out and buy this as soon as possible.

● ***PAUL MELLERICK***

Cyber-babes. Phwoar eh?

THE BOTTOM LINE

Combining so many elements in one game is a risk, but with beautiful design, loads of attention to detail and tons of playability *Syndicate* turns into one of the best games of all time. Full stop.

93 PERCENT

RED BARON

Runs on: A500, A600, A1200
Publisher: Kixx
Price: £13
Release: Out now

Whoops.

Gorgeous texture mapping eh?

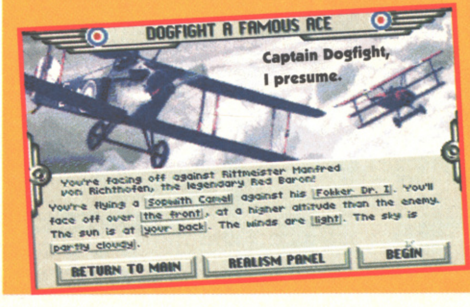
It's flight sim time again. It seems that every month there's at least one flight sim re-released on budget to try and persuade people that at such a cheap price, they're actually worth buying. Well, they're not. All right?

I really do hate flight sims. They're tedious, over-technical pieces of software (I'm sorry, but I'm not calling them games) that only the smallest minority of people actually enjoying playing. If you really want to learn how to technically control a plane, why not join the air force or something? If, on the other hand, you just want the excuse to blast something out of the sky, then arcade games are so much better it than stuff like this. (Seriously, would you rather play *Guardian* or *Stealth Fighter*?)

And in this particular instance, we've got boring and slowly-updated graphics, hideously long disk accessing times and a real lack of anything actually happening. Yes, there are plenty of options and the chance to save out your mission and play it back from all sorts of angles. But who'd want to? Even for a flight sim this is pretty bad.

(Although Paul is, of course, completely wrong about flight sims generally, Red Baron *is terrible. It's rather good on the PC, however… – Ed)*

● ***PAUL MELLERICK***



You're facing off against Rittmeister Manfred von Richthofen, the legendary Red Baron! You're flying a Sopwith Camel against his Fokker Dr. I. You'll face off over the front, at a higher altitude than the enemy. The sun is at your back. The winds are light. The sky is partly cloudy.

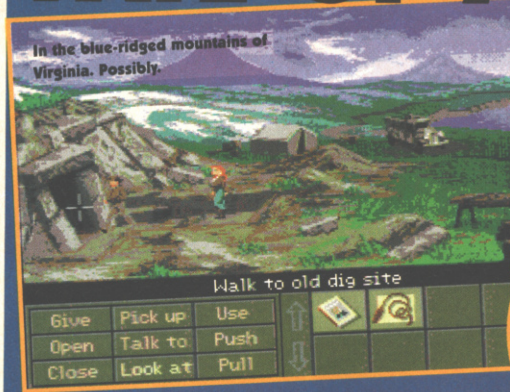
Captain Dogfight, I presume.

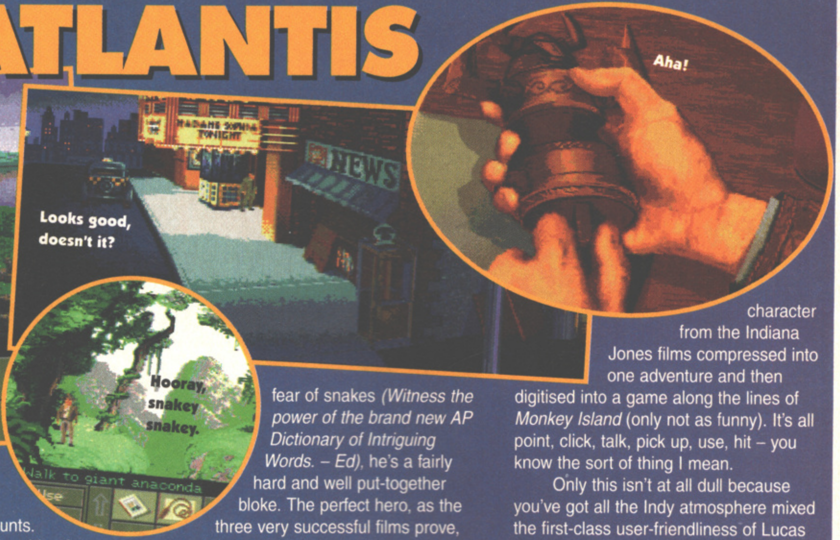
THE BOTTOM LINE

It's a flight sim. And it's also a slow, uninteresting and dull one. I don't want to see another. Yawn.

41 PERCENT

INDIANA JONES AND THE FATE OF ATLANTIS


In the blue-ridged mountains of Virginia. Possibly.


Looks good, doesn't it?

Hooray, snakey snakey.

Aha!

Runs on: A500, A600, A1200
Publisher: Kixx XL
Price: £17
Release: Out now

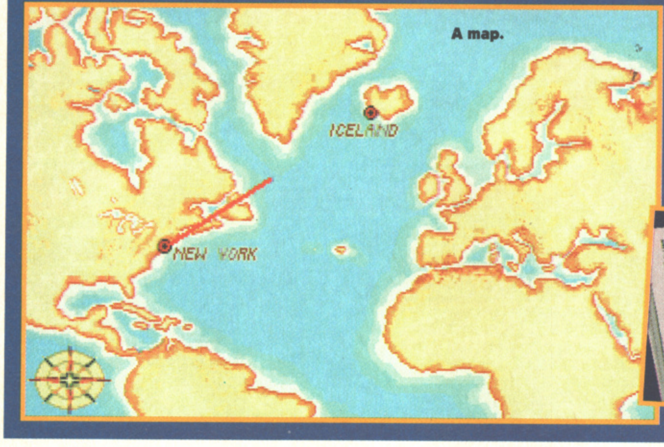
Indy (to his mates) is a nice bloke by all accounts. He's always on the side of truth and justice. He hates Nazis. And apart from suffering from ophiophobia, a fear of snakes *(Witness the power of the brand new AP Dictionary of Intriguing Words. – Ed)*, he's a fairly hard and well put-together bloke. The perfect hero, as the three very successful films prove, and the perfect character for a game. And here it is.

The best about this, though, is that it's not some sad game with an Indy Jones sprite stuck in it. This is a well thought-out, funny, challenging, interesting, easy to use point-and-click adventure from those people who know about these things, Lucas Arts. We enthusiastically rated this 90% back in issue 21, and it's easy to see why.

All you have to do is imagine all the nuances and character from the Indiana Jones films compressed into one adventure and then digitised into a game along the lines of *Monkey Island* (only not as funny). It's all point, click, talk, pick up, use, hit – you know the sort of thing I mean.

Only this isn't at all dull because you've got all the Indy atmosphere mixed the first-class user-friendliness of Lucas Arts games. It's a toughie and no mistake which had me stumped plenty of times. But perseverance (and a copy of our Complete Control book which has the solution in it) quickly saw me flipping from screen to screen. And enjoying myself while I did it. There's no doubt that this is a classic game that has more than stood the test of time, but coming on eleven disks, it's one that just doesn't really work without a hard drive. Unless of course, you actually like disk swapping.

● *PAUL MELLERICK*


A map.

A clue!

THE BOTTOM LINE

Almost flawless, and incredibly good fun as well and being interesting and a challenge. Think long and hard before buying it if you haven't got a hard drive, however.

90 PERCENT

KING'S QUEST 5

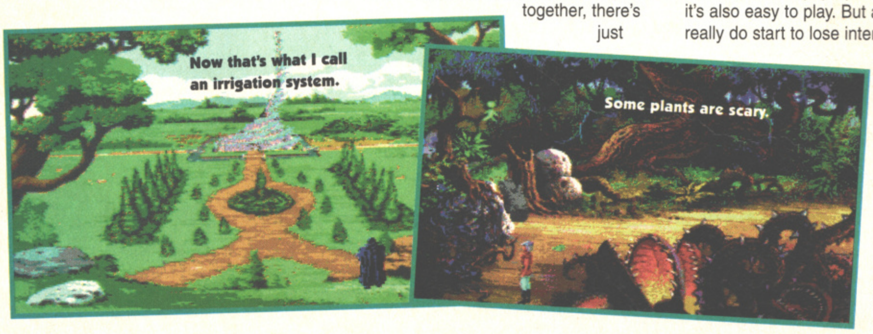
Runs on: A500, A600, A1200
Publisher: Kixx
Price: £17
Release: Out now

This is one of those games that would fit into a pigeon hole entitled 'Almost but not quite'. Why? Well, although it's well put together, there's just something about it that's not quite right.

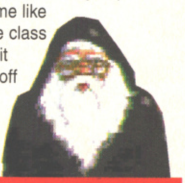
I mean, there are plenty of locations to visit, and the graphics are well drawn. And with all the pop up menus and stuff it's also easy to play. But after a while you really do start to lose interest. This isn't helped by the traditionally stupid plot (princes, damsels and distress), which may not sound like much of a bad thing, but when compared to the freshness and interest of *Indiana Jones*, does tend to make things drag a bit. But it's more the tedious (and seemingly endless) amount of things you have to do to accomplish a task. Right at the beginning, for example, you have to find your way through a forest to a castle, and every time you take a wrong turn a witch turns you into a frog. Cheers

I could go on, but when you put a run-of-the-mill game like this up against the class act of *Indy Jones* it really does come off second best.

● *PAUL MELLERICK*


Now that's what I call an irrigation system.

Some plants are scary.



THE BOTTOM LINE

Neat and tidy, but not particularly inspiring or fun to play. Not helped by the stupid plot and repetitive game structure.

67 PERCENT

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HI-HO SILVER LINING

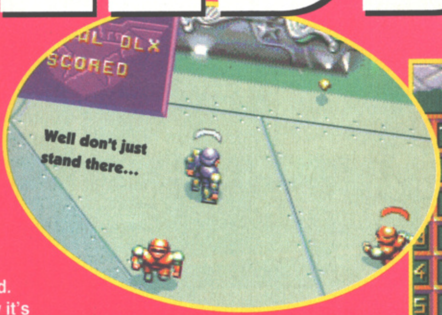
Gasp in awe as software companies exploit the MEDIUM OF THE FUTURE by re-releasing old games on to the CD32.

It was a little bit frightening.

Smile Pupazz, smile...

SPEEDBALL 2

Renegade/£15
Amiga version:
AP35 92%



Well don't just stand there...

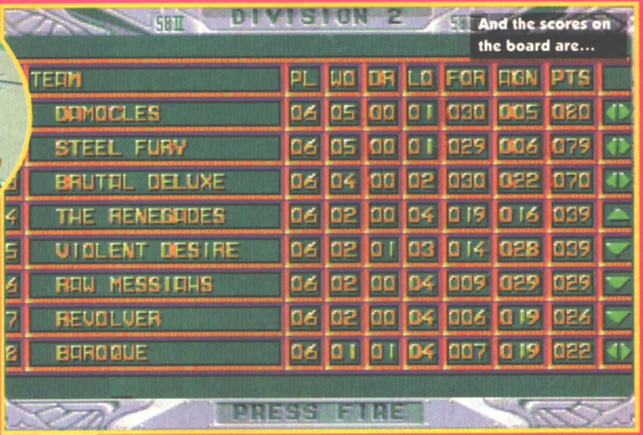
Some games don't age. They might start to *look* old. And, while playing, you might say to yourself, "Hmm, that scrolling's a bit dodgy." But underneath they're as timeless as sensible trousers or Lagavulin 16-year-old. *Speedball 2* is like that. And now it's on the CD32.

And although in most respects it's exactly the same as its keyboarded cousin, the CD32 version has a small but intensely significant alteration – your opponents are now a different colour. Taken out of context this might sound a bit odd, but anyone who's played the original game can't help but be overjoyed that instead of having differently coloured headbands, the combatants (and not players as most people call them) are completely different. Colour wise.

And that's it apart from the sampled crowd noise that gets really annoying (really quickly) and some music that plays when you load the game up. Other than that, it's great.

It's violent. It's fun. And it's a challenge. So get it.

● *PAUL MELLERICK*

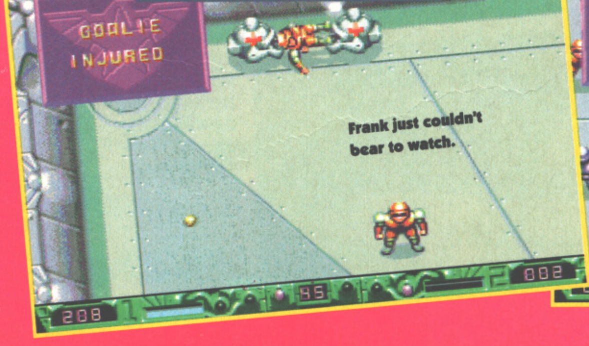


	TEAM	PL	WO	DR	LO	FOR	AGN	PTS	
	DAMOCLES	06	05	00	01	030	005	080	◀▶
	STEEL FURY	06	05	00	01	029	006	079	◀▶
	BRUTAL DELUXE	06	04	00	02	030	022	070	◀▶
4	THE RENEGADES	06	02	00	04	019	016	039	▲
5	VIOLENT DESIRE	06	02	01	03	014	028	039	▼
6	RAW MESSIAHS	06	02	00	04	009	029	029	▼
7	REVOLVER	06	02	00	04	006	019	026	▼
8	BAROQUE	06	01	01	04	007	019	022	◀▶

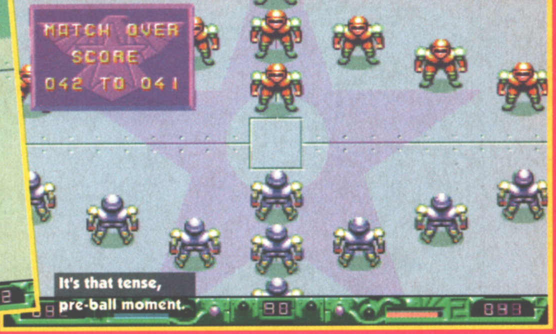
And the scores on the board are...

THE BOTTOM LINE

CD32 It's a great game. And at a bargain 'budget' price. No-one should resist it. **93** PERCENT



Frank just couldn't bear to watch.



It's that tense, pre-ball moment.

SHADOW FIGHTER

Gremlin/£30
Amiga version: AP46
91%

Weenie combat.

There's not really that much I can say about *Shadow Fighter*, without repeating what we've said about the other three games on thes pages. It's another case of no disk swapping (which in this game is a major bonus) and some CD music added onto what is already a first-rate game.

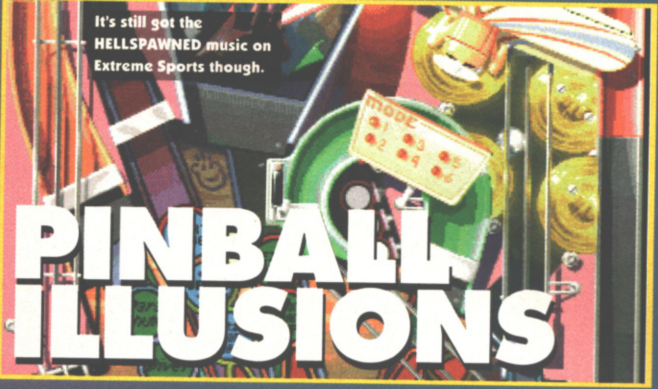
It's a beat-'em-up second to none, with varied characters, usable special moves and graphics which don't just look good but feel solid and real. Along with this month's other three CD32 conversions, this is a game I urge you to purchase.

● *PAUL MELLERICK*

THE BOTTOM LINE

CD32 Almost exactly the same as the computer versions. Only without the disk swapping and the addition of some CD music, it's better.

92 PERCENT


It's still got the HELLSPAWNED music on Extreme Sports though.

PINBALL ILLUSIONS

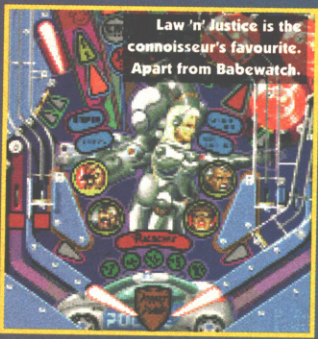
21st Century/£30
Amiga version: AP43 89%

Right, so you've got a top-notch game like *Pinball Illusions*. And you want to put it on a CD32. Simple. You can even avoid all that essential-but-annoying disk swapping.

And the joypad's buttons could conveniently replicate all the Amiga version's keyboard controls. You know, the play button could start the game, and the number of times you press it would be the number of players. A couple of buttons for the tilting bit of the game, one button to fire the ball, one to control the right flipper(s) and the left side of the pad to control the left flipper(s). Oh yeah, and don't forget the right side of the pad to switch between hi-res and lo-res modes for those rather tasty multi-ball bits.

Yes, it may take a while to get used to, but it works well, and after a while you don't even notice. And that leaves you with a top pinball game, some great tables and of course some CD music. A smart buy and no mistake.

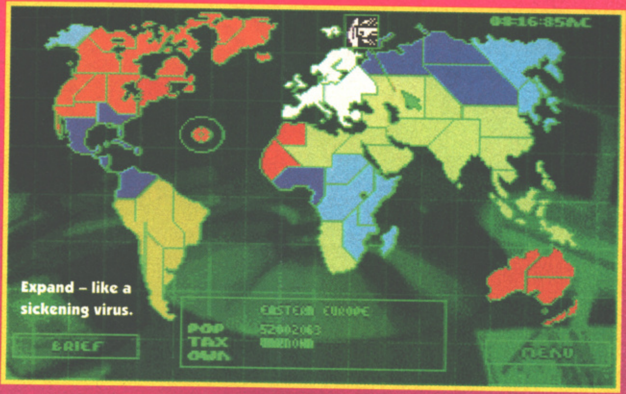
● *PAUL MELLERICK*


Law 'n' Justice is the connoisseur's favourite. Apart from Babewatch.

THE BOTTOM LINE

CD32 Quite simply the same game we reviewed before, but without the disk swapping. Plus some CD music. Great stuff!

90 PERCENT



Expand – like a sickening virus.

SYNDICATE

Mindscape £35
Amiga version:
AP28 91%

Keep an eye open for killer Traffic Wardens

Although it's no good in real life, there's a lot to be said for amorality in fiction. Ryan O'Neal in The Driver for instance, or Hiro Protagonist in Neil Stevenson's book Snow Crash – since they're neither heroes or villains, they both stand a good chance of being blown away at any moment and no one caring. I like amorality, which is why all the main characters in my college movies ended up riddled with bullets and face-down in icy puddles.

Accepting this, it'll be no surprise that when it first came out, I was a slave to *Syndicate*. The great thing about *Syndicate* is that it's arrogant and really doesn't care about love, life and the pursuit of happiness. Its greatest achievement is that it takes the 'sinister world ruled by battling corporations' to the logical extreme. If you're prepared to send heavily armed cyborgs into an enemy-owned town to give the mayor a lesson in the true use of power (by killing his wife) then you're not going to be bothered about the safety of the police or civilians are you? If you feel like it, you can round up the entire population and gruesomely murder them with flamethrowers, and the world would keep on turning. In real life too.

Compared to the sanitised, cute console versions from Sega and Nintendo (where the police are robots, making it politically correct to shoot them), the CD32's problems are minor. It's pretty much a straight port from the Amiga, with allowances being made for the lack of a keyboard in a set of 'laboriously click on each letter to make words' type menus, and if you use all the memory, you can save three games, which is okay.

Syndicate's a mouse-based game, and although they've tried their hardest to adapt it for the CD32 controller, a joypad's no match for the fluid control of a mouse. To be fair, they've used all the buttons, using the shoulder buttons to speed up the cursor, and the yellow button for the 'Acquire and fire' feature which locks the cursor onto the nearest baddie and saves you the embarrassment of missing him with every shot.

Even this software masterpiece shows a few cracks as I play it for the zillionth time. Bad guys hiding on the far side of buildings are a pain, and not being able to see inside buildings is a drag too, but the cars, monorails, walkways, crossfire victims and rockets more than make up for it. It's essential stuff.

● *CAM WINSTANLEY*

"Special delivery for Mr Brown."

THE BOTTOM LINE

CD32 Get *Syndicate*, get a mouse and forget your life. *Syndicate*'s one of the few games that's worth wasting vast tracts of your life on, and whereas other consoles have to make do with the wussy version, this one's the mercifully harsh edition.

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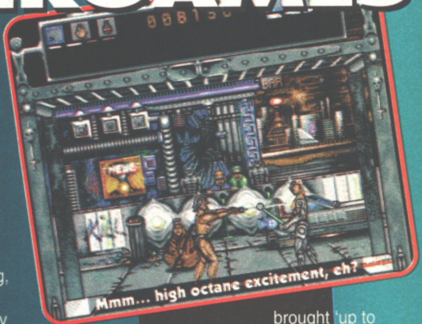
Poor Paul. His kitchen has flooded, he's forced to do tedious courses for his 'betterment' by our sinister mega-global paymasters and nobody wants to buy his Portishead tickets. Seeing how down he was we gave him all the PD games to review. We're kind like that.

CYBERGAMES

On Line PD

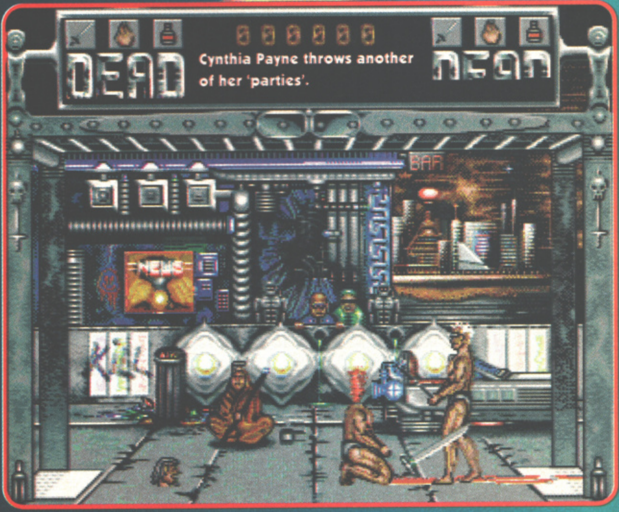

Mmm… high octane excitement, eh?

Any body out there remember a game called *Barbarian?* It was a big hit back in the mid-Eighties, mostly because it was a beat-'em-up and because there was a woman advertising the game wearing, well, let's just say not very much. Anyway, it was a pretty boring game, just a one-screen fighting fest with your character having a sword and some moves.

The idea of course was to kill your opponent. The saving grace of the game was a lovely move whereby you could decapitate your opponent and then drag his headless body off the screen as you walked onto the next level. The reason for all this reminiscing is that *Cybergames* is basically a futuristic version of this ancient game, only without the woman, the dragging of a headless corpse or any of the playability.

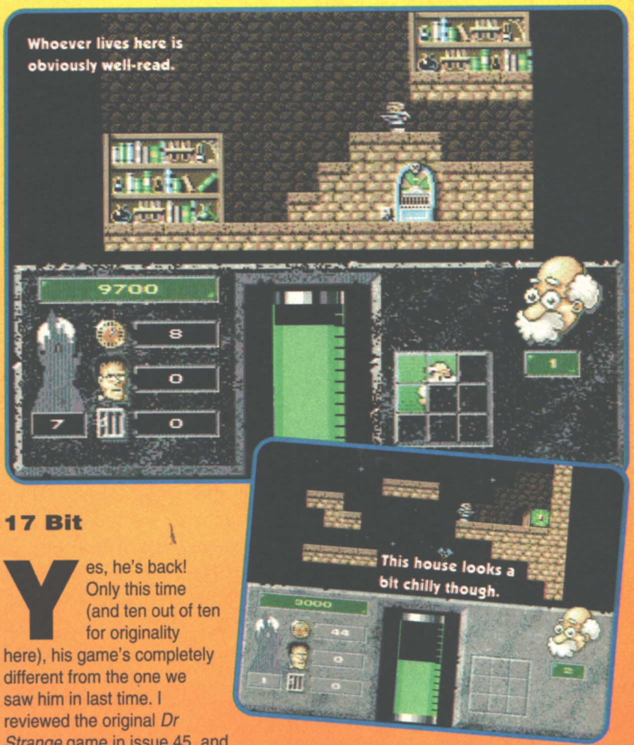
It's ordinary stuff, brought 'up to date' with a tired cyberpunk theme. All you do is hold down the fire button and move the pad to poke your sword at someone or perform some move, hopefully hitting him/her/it and causing some damage. And when they're dead you move onto the next level. There's also a little shop you can spend some money in order to improve your weapon and all that, but ultimately it's a terribly dull game.

THE BOTTOM LINE:
Been there, seen it and played it. Years ago. Lacking in imagination, finesse and more importantly, fun. ★



Cynthia Payne throws another of her 'parties'.

DR STRANGE 2



Whoever lives here is obviously well-read.

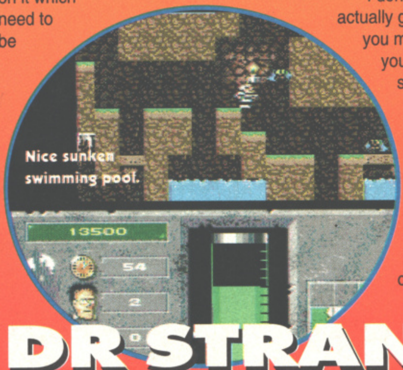
This house looks a bit chilly though.

17 Bit

Yes, he's back! Only this time (and ten out of ten for originality here), his game's completely different from the one we saw him in last time. I reviewed the original *Dr Strange* game in issue 45, and although it was neatly presented, it didn't really pack much of a punch. But the character was great and so he's stayed the same, while the game has changed around him.

What it's changed into is a platform game. But don't jump to conclusions just yet, this one isn't too bad. It's simple, but not bad. You see, each level has things on it which need to be collected, and then you need to get through a door. All against a time limit. There are a few screens to each level, bonus things to collect and all sorts of normal platform obstacles in your way as you go along. And although it's not particularly original and a bit pixel-perfectly frustrating, it's nicely put together, well presented and rewarding.

I don't think it will take much play to actually get through all the levels, and you might even give up hope as your task stays basically the same from level to level, but this is a jolly little game that at the very least deserves your attention.



Nice sunken swimming pool.

THE BOTTOM LINE
Lively and energetic, even if the formula is a little tired and over-used. ★★★

POKER MANIA

On Line PD

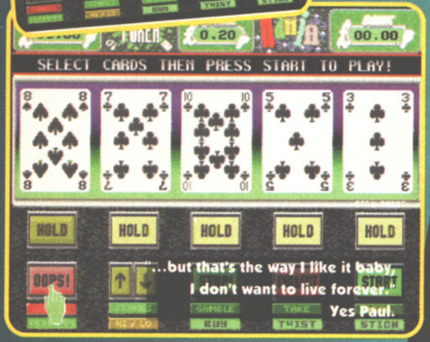
What we've got here is a fruit machine crossed with a game of poker. You're dealt five cards and are given the opportunity to hold any or all of them. You're then dealt (or not) some more. If you've won you'll receive odds on the win (these start at 2-1 for a pair). Then, depending on how much money you staked, you win some cash. Get better wins and you're given the chance to play all sorts of bonus games for even more money. If you manage to accumulate over £100 (you only start with £2), then you get to move on to a game of pontoon, and if you get £100 from that you've beaten the game.

It's fairly okay stuff, and does what it's supposed to perfectly well, but some of the bonus games are a bit naff, and it only took me about three hours of playing the thing to complete it.

THE BOTTOM LINE

A nice little mish-mash of card game and fruit machine. But a bit unsubstantial and flawed in a couple of minor ways. ★★★

"Gambling is for fools, and I break all the rules..."



"...but that's the way I like it baby, I don't want to live forever." Yes Paul.

SCAVENGE

On Line PD

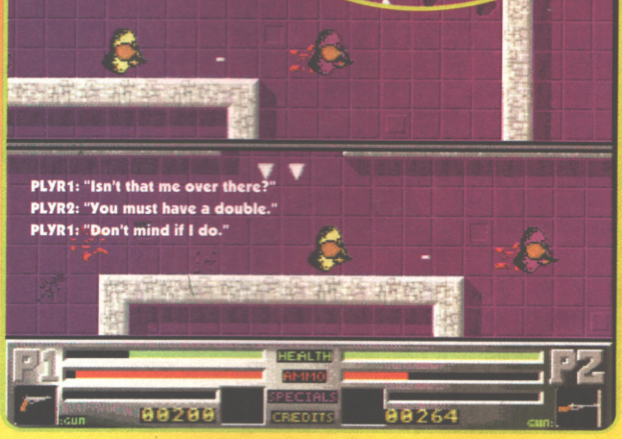
Just a quick look at this tiny game. It's a straightforward, split-screen, two-player maze game in which you must kill your opponent.

You've got a gun, a few bars of stats at the bottom of the screen to help you along, and a fairly basic maze. The PD game is a demo of the full version, and it's more than a little bit okay. It's very *Alien Breed*, but nice and fast, and you even leave a bit of blood behind you if you get hit. It's not going to keep you up all night playing it, but as an occasional blast with a mate, it's good fun.

THE BOTTOM LINE:

Not exactly large, or that interesting, but for a bit of fun every now and then, it's great. ★★★

"Now where did they hide the ammunition?"



PLYR1: "Isn't that me over there?"
PLYR2: "You must have a double."
PLYR1: "Don't mind if I do."

PENGO

17 Bit

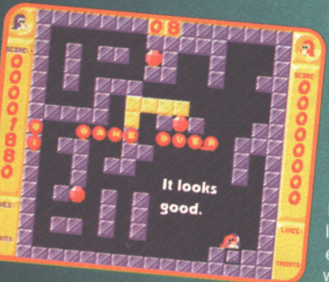
"Quick, get that one... he's coming up the other side... no, no push that yellow one over there... sorry, can't push yellow ones can you?... sorry..." This, and many other similar cries can always be heard when there's someone watching you play *Pengo*. It's frustrating and annoying. No, not the game, the people who watch you play it.

It's because *Pengo* is based on a very simple idea – you push the blocks around the level, trying to crush the alien meanies that populate the place, and then you move onto the next one. But, as with all simple ideas (as long as they're good ones and done properly), it makes for a great game.

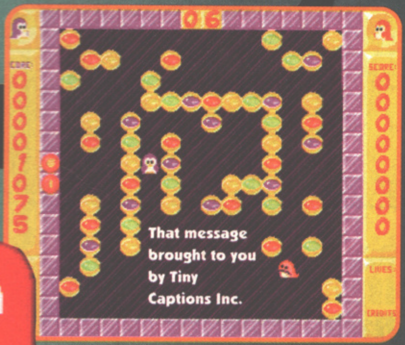
And thanks to the competent way this version has been programmed, it makes for a pleasurable, challenging and fun experience. Pleasurable because it's all cute and bouncy and all that, challenging because it gets gradually tougher and lives are sparse, and fun because it's so easy to play. When something goes wrong you just know what you didn't do and what to do next time. Oh, and don't be put off by the look of the game, this isn't just, you know... for kids.

THE BOTTOM LINE:

A top puzzly arcade game. Simple, easy to play and fun. Yes, fun, I tell you. ★★★★



It looks good.



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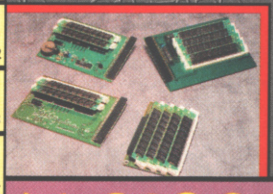

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DO THE write thing

We're not sure if we're imagining it, but your letters seem to be getting funnier and funnier, as well as being much better written. Take a tenner out of the bank and go and have a jolly nice evening doing whatever makes you happy. We reckon you deserve it.

● Address your letters to: Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' us at: ampower@futurenet.co.uk.

"HE CAME BACK ALONE"

Dear AP,

We recently sold MY Amiga because my dad thought I was using it to play games too much. What else am I meant to use it for? "Get a word processor," he said. I could do that, but it would be pointless as I don't have a printer.

"How about the music packages?" he said. Well, no, because he borrowed the audio leads one day to use on his computer at work and never brought them back. So since the only thing my Amiga is good for is playing games, he took it out one day and he came back alone. It reminded me of that scene in Old Yeller. Everyone in the family has a computer or games system now. Except me.

By the way, did you know that there is a series of novels based upon the tremendously enjoyable (?) beat-'em-up *Rise of the Robots*?

Jackhammer, Peasmold, Swansea

We know everything.

"MY MOST TRUSTWORTHY CAMEL"

I wrote to this magazine last month enquiring about the gross domestic product of Botswana.

Well, so far no-one has given me a piffling bit of help, so I had to send out my most trustworthy camel on a long and arduous trek across Europe and deep into Africa. This took him some time and caused him some grief, but I got the result I was looking for, along with a few other amazing things about Botswana. Here they are:

Gross National Product: US$2561m (approx $2042 per person)
Population: 1254000
Languages: Setswana and other Bantu

I hope that I have been of some small service to you.

Richard Lockwood
R.J.Lockwood@bradford.ac.uk

Ah, but did you know that Botswana is rich in copper and nickel deposits? Or that it's an independent sovereign state within the British Commonwealth? Eh? Eh? Eh?

"IT MAKES SUCH GOOD SENSE"

Dear AP,

Having been a loyal reader since way back in issue 21, I suppose I ought to have been immune to sneaky price rises; nonetheless I could not suppress the groan as the new four pence price-rise loomed before my A-level corrupted eyes.

WHY? Are you using new paper or something? Of course we have to expect to cough up more cash for a rapidly dwindling number of reviews – it makes such good sense. Yeah, right. While I would probably sell my grandmother (probably) to keep buying AP, others may not be so accommodating. Try and keep the price below four quid, eh? Apart from this, the mag is excellent as always.

Yours slightly peeved,

Jamie McTrusty, Cranbrook

PS Any jokes about my name WILL BE TREATED HARSHLY.

We sympathise, but suggest you polish your granny and clean her teeth in preparation for market, Jamie. They're in the bottom drawer.

"PRINTED IN A CERTAIN MAGAZINE"

Dear AMIGA POWER,

If you're reading this, it shows that the conspirators at the ("Loyal Snail") haven't seized this letter. Their sole job is to read all mail and 'doctor' it accordingly, removing any hostile complaints and replacing them with happy feelings. If they didn't do this, the Royal Family, the government and Esther Rantzen would have gone years ago. Now it's up to journalistic publications, such as newspapers and computer magazines, to convey the message. However, you have to be careful because they are out there watching you. Trust no one! (Sorry about that but I've just watched The X-Files.)

I've been reading AP since issue 7, but this is my first letter to you. The reason for this is that I don't think I could stand the depression if my words were ridiculed in your pages. I've heard many stories of this happening, the worst resulting in the reader trying to build his confidence by writing letters to inferior magazines. He then became addicted and was writing up to two a day, so please be nice to me.

The following is an excerpt from an as yet untitled film.

THE SCENE: Two criminals sit on a bus, planning to get a letter printed in a certain magazine.

MR ORANGE: What happens if the editor won't print the letter?

MR WHITE: When you're dealing with a magazine like this, they've got sarcasm coming out of their ass. They're supposed to give you plenty of resistance and a few smart comments. If you get a staff writer, or a deputy editor, who thinks he's Charles Bronson, take the nib of your pen and draw on their nose, it drops them right to the floor, everybody jumps, he falls down screaming and nobody says ("ducking spit") after that. You might get some art editor talking ("spit") to you, but give her a look like you're gonna draw on her face next, watch her shut the ("duck") up.

Now the editor knows better than to ("duck") around, so if you get one that's giving you static, he probably thinks he's getting a better paid job at a software company, so you gotta break that son of a ("snitch") in two. If you wanna know something that he won't tell you, tippex his finger and tell him his thumb's next. After that he'll tell you if he used to write Program Pitstop.

I'm hungry, let's get a chicken vindaloo.

MR DRIVER: Excuse me, this is your stop. You asked for "two to town" and this is it. At that moment the doors are forced open and an old woman rushes on, brandishing her Over-60's card.

MRS WOMAN: Come on you ("ducking spit"), get this bus moving.

MR ORANGE: ("Muddy") hell!

Gareth Bright, Oldham

"EVERYONE KNOWS CHEESE SANDWICHES"

Dear AP,

In another attempt to DISSEMINATE ESSENTIAL INFORMATION and maybe, just maybe, get printed at the same time, I can reveal that a large majority of the letters AP receives are written by HABITUAL LIARS. Having a quick 'flick through' a few ishes (or is that ishii?) I came across a number of BLATANT LIES. Take, for example:

CLEVER COW *(It was Clover Cow, actually. – Ed)* – You are lying. You are not a cow, clever or otherwise, but in fact a sad person whose idea of fun is to pretend to be someone you're not and who gleans immense pleasure from insulting the AP crew's intelligence.

A PARTIALLY TOASTED CHEESE SANDWICH – No, you're not. You're obviously a very lonely, very stupid and very big git to even think you'd fool AP with such a name. Everyone knows cheese sandwiches can't write letters until they're FULLY toasted.

HENRY THE LION – Stupid boy.

CRAIG HESMONDHALGH – Another liar. Nobody's got the surname of Hesmondhalgh because it's stupid.

Yours yoursly, Neil the Overgrown Turn… oh all right then,

Brett Davids, Loughborough

And as if by magic, the shopkeeper appeared. Again.

"A MEMBER OF THE AA"

Dear AP,

Well, I was in this queue and the woman in front had broken down. She got out and started arguing with the attendant, who was totally useless. Anyway, the passenger, who was a member of the AA but wasn't driving, got out and shot him 17 times in the chest.

I didn't know you could do that.

Yours on a roll,

Craig Hesmondhalgh, Blackpool

"YOUR WOTCPOVSSA CAMPAIGN"

Dear Sir,

We are all aware of the sick filth which is pushed in our faces by the media nowadays, but I feel I really must write to you concerning the effect of one example. I have it on good authority that shortly after watching a video of a well known commercial for crisps, a gang of professional footballers callously mugged a small child actor in our street.

This type of thing is only too common! A magazine with the influence of

AMIGA POWER should surely launch a campaign to wipe out the corrupting pestilence of violent savoury snack advertisements, FOR THE SAKE OF OUR CHILDREN. You could call it your WOTCPOVSSA campaign. And get badges made. And take photos of cabbies wearing them.

Dario Argento, Wolverhampton

What? The same Dario Argento who produced a long stream of explicit zombie/horror movies in the '80s but appears to have done little since? Is this a genuine campaign, Dario, or just sour grapes that crisp commercials are more popular than your own peculiar brand of dubbed schlock horror?

"NOTORIOUSLY LIGHTWEIGHT EDITORIAL"

Hi,

I really hate you lot. I've got all my work for this term to do on Wednesday morning and you release the best issue of AP for a year a day early, forcing me to abandon my fruitless studies and WORSHIP AT THE ALTAR OF AMIGA POWER.

Issue 48 is so sultry. Recent 'zines have bounced in like an Eed up kid on a space hopper, but this one swaggers in sneering, an all-knowing half smile forming at its lips. A series of reviews where all comers are GROUND TO DUST BY THE CHARIOT OF TRUTH. You turn on everyone, even to the point of Nash severing the hand which feeds him. Cool! (I thought) as I read the "Pinkie" review's mighty gobbet of phlegm skimming up towards the faceless higher ranks of the Future hierarchy. And "A Better Tomorrow" is probably one of the most honest and revealing satires on the Industry which has passed the software press's notoriously lightweight editorial process: Sly digs at Edge's anally retentive headline hunting and moral superiority over games machines which actually exist, an admission that the Amiga is finished as a serious contender and an ace 3DGOANDBUYONE joke. Much respect.

If this continues then AP will enter a third glory age of innovation: but compared to the fresh-faced exuberance of Bielby or the world-weary cynicism/surrealism of Campbell the new order is a dark, menacing, almost gothic time where there are no illusions and no regrets. You are the Four Cyclists, standing proud, delighted and dancing in the embers of the Apocalypse. I just want to see when you'll implode at the pressure of all this.

The world will always need a mag like AP.

C-Monster
bs4kmg@bath.ac.uk

Coo. Thanks C-Monster.

"SHOVE IT IN THE TRAPDOOR"

Dear AMIGA POWER,

To add to the support of *SWOS* last month, I have discovered a new feature: If you get £5000 and shove it in the trapdoor slot while the game is loading, you can get the opposing goalie to throw the game! This works best when playing Southampton.

Do I win a tenner?

Andy Scott, Liverpool

No.

"COS YOU HAVEN'T"

Now, listen here... SLAP! Right, now apologise to T17. Don't give me all that crap about having a fair reviewing system 'cos you haven't. Lets do a quick resume shall we...

Tower Assault – Difficulty: Hard – AP Rating: Its Crap.

Super Stardust – Difficulty: Easy (In the Pre-Release version you got) – AP Rating: Good.

ATR – Difficulty: Hard – AP Rating: It's Crap.

I think I'm beginning to see a pattern here.

Buck up.

Ludwig
pl@soton.ac.uk

No. Get a grip, Ludwig. You're wrong.

"DETECTION BETWEEN MY BROTHER"

Dear AMIGA POWER,

Some friends of mine have got this game soon to be released in your country. It's called *Shadow Fighter* and you may have heard of it.

Now, I know you want to help us and we want to help you, but we know about your, shall we say, "erratic" record on giving games good write ups. Now let me get this clear: these associates of ours are Sicilians like us, and we wouldn't want them to get upset at all, you see if they get upset then because we're such close friends, we might get upset too.

Now I've played *Shadow Fighter* and I know you'll agree that this is a top class game. In fact, you'll agree so much that you'll tell everyone whether it's a good game or not. Now, when it arrives, I want you to ignore the dodgy collision detection on the characters. You see, if you don't, then you may find collision detection between my brother Luigi's knuckle-dusters and your face to be very good. I want you to forget about the over-use of white on the characters and the detrimental effect this has on the game's presentation because if you don't, we may find it hard to protect you kneecaps from speeding cars. The pathetic sound effects are not to be criticised, my other brother, Dino, was mightily impressed by them and takes a strong, one might say psychotic, view of people who criticise. If you value the use of your limbs, I suggest you take that last piece of advice.

Finally, if you value your families', close friends' and indeed your own lives, then I suggest you don't mention the highly irritating and illogical joystick control of the special moves,

Yours, Vincenzo Coccotti, Sicily

Did you happen to receive a letter like this prior to receiving *Shadow Fighter?*

It's just that this was the only explanation that I or a dozen or so friends of mine could think of.

Laurence Jenkins, Keynsham

What? Shadow Fighter *is clearly the Amiga's greatest beat-'em-up. You are completely wrong about everything. Return to playing* Rise Of The Robots, *and never darken our letters pages again.*

"REPLACED BY ROUGHNESS"

Dear Wotsit,

Glad you're inviting the readers to enter the InfiniteMatrixof NetworkingEdubazooka™ and leave messages with the incredible means of communication which is the CONSTANTLY WATCHED BY SINISTER SUPERCORPORATIONS e-mail system. At least it seems to give Isabelle Rees an even better chance of writing in with her 'humourous' comments which ridicule corporations to the point of global annihilation.

But anyway, I've noticed that the inside front and back covers of your magazine have been relieved of their glossiness and replaced by roughness, SUBLIMINALLY TRANSMITTING TINY ELECTROMAGNETIC WAVES TO OVERPOWER THE WEAK. This is not on.

Yours,

Stephen Hood, Glasgow.

Maybe we should stop writing things in capital letters. It's obviously getting to some people.

"CAMPBELL TURNED INTO GOD"

Has Stuart Campbell turned into a god or what? Well, I suppose he did work for AMIGA POWER, the greatest beings ever to produce an Amiga mag and much more. But high-and-mightiness is a vital part of that cocktail which is a games reviewer. I mean, you have to be almighty if you're going to inform the Amiga gamesplaying nation as to which games are good and which are distinctly crap, and Stuart did his fair share of demolition jobs on deserving games. He also, however, always provided that thing which helps us all to become better people, and that's constructive criticism.

But it now seems that Mr Campbell is unable to take his own

➤

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"CRUMPET ON THE GLOWING FIRE"

It is the dawn of the New Age, ten years after the 8-bit wars. From the highest point of the battlements, the burnt-out shell that was the Atari fortress is just visible, still smouldering against the setting sun. The creamy white plasticised stone of the Amiga fortress is so stained with the blood of the fallen that the tasteful beige highlights are almost obscured. The defenders, their numbers greatly thinned by recent attacks, cower pitifully behind the once stout defences, readying what arms they can muster against the oncoming storm.

Suddenly the shout goes up: the forces of the enemy are approaching. They cover the horizon in a vile black tide, their built-in hard drives clicking malevolently, the single yellow eye of each built-in CD-ROM winking seductively. The battle is joined, the air fills with sounds of the screams and curses of the dying, and then suddenly, the nearest defender crumples to the ground, struck through the heart by a 486 DX-66. And then the enemy withdraw a short distance, but everyone knows it is far from over.

"Artillery! Take cover!" comes the cry, but there is no protection from the savage bombardment. *Ultima Underworld 2* whistles harmlessly overhead, but *US Navy Fighters* finds its mark on the gatehouse and Wing Commander 3 finishes the job, obliterating the gatehouse, drawbridge and a sizeable section of the main wall. The wall is breached, and the enemy hasn't even used their DOOMsday weapons.

Those defenders still standing manage to struggle towards the keep, but the fortress is knee-deep in texture mapping, slowing even the most determined to a jerky crawl, and only a few make it to this last defence.

"I see there aren't may of you left," the journalist says mildly, calmly sipping his tea and toasting a crumpet on the glowing fire. Strange, but no-one can remember seeing him or any of his companions during the battle, even though they surely had as much to lose as the rest of them.

Suddenly, a mysterious glow suffuses one wall and a strange ethereal vessel glides into the room bearing the cryptic inscription 'I promise to pay the bearer on demand' and the emblem PC on its prow. The journalist finishes his hot buttered crumpet and stands. "Well, it's been fun, but we've got to get going, deadlines to meet and all that. See you around." He gives the shocked survivors a cheery wave as the vessel slides back through the wall. "Well, maybe not."

Slowly, the survivors become aware of the low but powerful throb of supercharged processors, and in the last glow of twilight a strange dark cloud approaches – the enemy is sending in its Pentium bombers! As the very stones beneath them shake they can do nothing but tremble and await the end. If only Lord Commodore hadn't died, if only the software supplies hadn't dried up, if only...

Adrian Duffy, Queensferry

Ulp.

medicine. His "I'm always right attitude" is not an appropriate or very endearing attitude to have for someone in his position. He's biased. Unlike in his AMIGA POWER days, Stuart is taking sides. Look Stuart, all we're trying to do is provide you with some constructive criticism, so that Sensible can maintain their high quality in the future, even if that future does not include the Amiga, but if you cannot even admit that *SWOS* and *CF2* are too hard and that the alien levels in *CF2* look naff, then there's not much we can do!

Yours,

Alan (admittedly) Phipps

13C37D174F3@alpha.aston.ac.uk

Do The Write Thing

"DEUTSCHLANDS MEISTGEKAUFTES AMIGA MAGAZIN"

Dear Mr Faragher,

Bugs, eh? Somebody will start a fan club of it before the year's out – no, really, I bet you any money. Anyway, that's not why I'm writing – last Saturday night, the producer of Blake's Seven may well have appeared before the producer of Bugs wailing like Marley's ghost, but that's of no moment – I'm here to bring you a coincidence.

It was with anguish and horror that I read you've been forced to drop the 'World's Biggest-Selling Amiga Games Magazine' tag purely on the repellent and ludicrously nice grounds that some other Amiga games magazine sells more. Sobbing hysterically as I was, however, I was pleased to learn that it was a German magazine. As I was going to be in Germany the following week, I could track it down and see if it really deserved the title 'The Magazine That Made AMIGA POWER Change Its Front Cover A Little,' which people were already beginning to hear me call it.

Well, I looked at the four or five Amiga titles on sale in and around Stuttgart – there's one called 'Amiga Power', you know; litigation in the air? – but none seemed to say it was the WBSAGM. I finally picked up one called Amiga Joker as it at least said it was 'Deutschlands meistgekauftes Amiga magazin'.

Unfortunately, I can't send photocopies of large bits of it for you to examine, as that would almost certainly infringe their copyright, and as Joker Verlag seems to be a huge, leering, monolithic mega-publishing empire, much like your own paymasters, word would, no doubt, get out and only a small, dry paragraph on page 11 of the Guardian would even mention an unexplained death in the Midlands. I will tell you, though, that the incentive they are using to get people to subscribe is 'ONE WHOLE LEVEL from either SKELETON KREW or DRAGONSTONE!!!' The three exclamation marks are theirs – and people say Germans have no sense of humour.

All this on board, I come back home, carry on with *Cannon Fodder 2*, finish mission 18, take a deep breath and look to see what The Beast has been advising for the past few missions. What do I read? Under a thin veneer of talk of 'lack of feedback' or some such vapid sophistry, he admits he can't complete the rest of the game. He may be waving it as though it were an accusing banner, but we can all clearly see that it is really the white flag of defeat.

Well, as luck would have it, I enclose, direct from Deutschlands meistgekauftes Amiga magazin, the solution to the rest of the game. I am veritably priapic with joy to be able to send this to Camberwick, though obviously saddened that I can't present it to him personally. I trust, Mr Faragher, that you will do it as I would wish. Dry the tears from his eyes, ruffle his hair with avuncular kindness, and gently slip the answer to his torment and embarrassment onto the desk in front of him. Oh that I could be there to see his little face light up.

Yours tingling all over,

Jimmy Saville, Wolverhampton

What? The same Jimmy Saville who produced a long stream of explicit zombie/horror movies in the '80s but appears to have done little since?

"BEEN TRYING UNSUCCESSFULLY"

You reviewed the game *Ragnarok* (Viking Chess or Hafentafel) some time ago. I've been trying unsuccessfully to find a supplier of this game, as I have the board version and rate it quite highly. Can anyone help?

Millis Miller

MLM@plextek.co.uk

Anyone? Anyone? Answers directly to Millis, please.

"MY FINGER WITH A RAISED EYEBROW"

Dear the magazine of oh-so-acute games reviews,

It is not often that I take offence at your compressed tree substance, but this time you've crossed the road, er, line. In AP48 you stated about the planned 'Can a 14-year-old boy do the moves of his *Shadow Fighter* counterpart?' featuring moi. This is where I sternly wag my finger with a raised eyebrow.

I am 15. 15. One – five. Half of 30. Five multiplied by three. FIFTEEN. Now I could live with a mistake like that if, and this is a big if, I had not celebrated my birthday with you on my work experience. I demand humble apologies and grovelling all round.

Glad to see that Cam agrees with me about bandanas. Now for *("Sinking Ferry" – Ed)*. Kill him.

Yours in a right-you've-been-disciplined kinda way,

James Attwood, Clevedon

Apologies. Mighty, rather than humble, ones, though.

"STARBUCK GREAT WASN'T"

Dear AP,

Right, who remembers Battlestar Galactica? No-one? Okay then, let me try to refresh your memory. Picture this, three bods clad up to strangely horizontally moving red eye in tin foil, sitting in an oval ship. These three bods only appear to have a selection of three buttons in front of them – fast, very fast and self destruct. Armed with this devastating arsenal, they must do battle against the forces of good (as usual) who all have ridiculously improbable names such as Starbuck. Great, wasn't it?

Anyway, the point of this banter is that you seem to have placed two of these little oval crafts on the front cover of your mag. I can only assume that these deadly foes appear in *First Encounters* and that you have to pit your wits against them in gripping space combat. The thought that your artist just drew whatever crossed their mind, regardless of whatever's in the game, also occurred to me, but this is an impossibility in such a professional and hard-working magazine.

Yours sarcastically,

Ivor, Kirby

The Cylons of which you speak weren't drawn Ivor, but were in fact 'rendered' on an Amiga by our 'special' friends in Amiga Shopper. The background was created using Apple Mac paint packages and the model was made by Cam, so nothing in it was drawn at all. So there.

"FAR SUPERIOR"

Commercial pressure! That's all I have to say to you. I shall let you FATHOM FOR YOURSELVES that I'm talking about the inclusion of the *Roketz* demo on your most recent coverdisk even though you freely admit *GF2*, which we all already have, to be far superior! Pah. So much for AMIGA POWER being OUR FRIENDS.

Darien

deg20@hermes.cam.ac.uk

Sometimes, when we suspect you may be beginning to doubt us, we feel the need to prove that WE ARE ALWAYS RIGHT.

"OWN? NO? ALL RIGHT"

Dear AP,

May I be the first to give you a belated happy fourth birthday message? And may I offer my regrets to Sue who has to do all the artwork on her own? No? All right. The dry cleaning of AP has started. Will it shrink even more?

Ben Hall, RAF Bruggen

Yes.

"JUST A POOR STUDENT"

GET ON YOUR KNEES AND BEG. BEG FOR THE ALMIGHTY SUPER OTAKI-CYBER INFO-HIGHWAY BAHN MEISTER-WARRIOR TO TELL YOU A LITTLE STORY ABOUT THE MOST EXPENSIVE AP I HAVE BOUGHT.

Oh, sod it, I can't keep up with this. I'm not really 'the' Super Otaki what-not warrior, I'm just a poor student. You couldn't send me some money, could you? Failing that, how about a few dozen crates of beer, just so I can, you know, drown me sorrows, like?

CM-D.S.Pullen@tees.ac.uk

Get a job, you scrounger.

"THANKS A LOT"

Look, I know it is your self-appointed task to DISSEMINATE ESSENTIAL INFORMATION to the masses, but does this really extend as far as my e-mail address? I now have the dubious "pleasure" of receiving personal e-mail from Isabelle Rees. Thanks. A lot.

Anyway, beards, eh? Why do people (men, usually) decide to grow a beard? In my characteristically generous way, I have decided to share my thoughts on this subject with y'all…

There are a number of possible things which go through someone's mind before they decide "Yes, a beard is going to enhance my life". These include:

a) "I reckon I'll look really cool if I have hair all over my face." – Guess again, buster. Beards are not cool – I mean, Noel Edmonds has a beard. Need I say more ?

b) "I will grow a beard in an attempt to impress women." – No, you won't. Unless your particular tastes include dating old women or "bearded ladies" from circus side shows. Or you like blind women with no sense of touch.

c) "A beard will make me look wise and clever – after all, Darwin had a beard." – Yes, but Darwin's dead isn't he? Nothing very wise or clever about that.

d) "A beard is a way of expressing maturity." – Unfortunately, most people who adopted the bearded look spoil this effect by wearing T-shirts with logos like "I'm standing next to stupid ->".

e) "I am a very forgetful old sausage and I like to be reminded of the last meal I ate by carrying 50% of it around attached to my beard." – Can't argue with this one, I'm afraid.

Mat

mjr1008@hermes.cam.ac.uk

"A LITTLE CHEATED"

Dear Sir,

Less than seven months ago, I bought the superb Microprose wargame *Fields of Glory*. However, I paid almost £36 for it and now the game has been re-released on the new Power Plus range for only £17, almost £20 less than it was selling for a couple of months ago!

While I understand that games will inevitably be re-released as budget titles, I'd have thought that Microprose would have had the decency to wait a while longer before reducing the price.

I feel a little cheated knowing that if they had waited merely a couple of months more, then I could have got it at less than half price.

Yours faithfully,

David O'Conner, Dinnington

If you will insist on sending the same letter to three different magazines, then you deserve everything you get. You oik. Never trouble us again.

AND THAT ADDRESS,

don't forget, is:

Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.

Digi-Surfing Cyber Matrix-Jacking Guru Zone Wizards can e-mail us at: ampower@futurenet.co.uk but we'll only reply in these pages, 'cos we're far too busy otherwise. Expect nothing else.

THE BOTTOM LINE

"At the end of the day, Brian, it's all about how many points you score in AMIGA POWER."
"Thank you Trevor, and now we go over to a round up of the season."

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

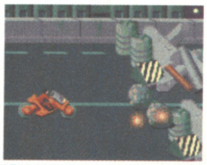
★★★★★ European Cup ★★★★★ FA Cup
★★★★ League Cup ★★★ Anglo-Italian Cup
★★ Charity Shield ★ Auto Windscreens' Trophy

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about every game we've laboured over, considered carefully and marked accordingly in the last year.

WHO'S WHO CW – Cam Winstanley ● DG – Dave Golder ● JD – Jonathan Davies ● JN– Jonathan Nash ● CL – Chris Lloyd ● RP – Rich Pelley ● SC – Stuart Campbell ● JA – James Attwood ● PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill ● RD – Richard Doidge

AKIRA
Ice £30 (£35 CD32)

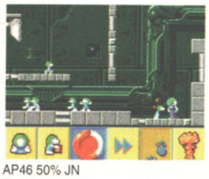


AP48 16% JD
Petrifying multi-stage film licence from the people behind *Total Carnage* which, despite repeated assurances that lessons had been learnt from *Total Carnage*, is easily the equal in catastrophe of *Total Carnage*. Hardly anyone is going to get past the first level's horizontally-scrolling obstacle course in which your magnificent 400mph armoured motorbike explodes on contact with stones and people just standing there: having played the wretchedly loose platform levels and spectacularly unfair shoot-'em-up sections, this is something of a heavily disguised blessing. The CD32 version is identical. ★

ALADDIN A1200
Virgin £30

AP44 86% JD
A handsome conversion of the Mega Drive game, which plays slickly and breaks up the platform stuff with a couple of chase levels and bonus games. But, like all these post-*Cool Spot* platformers, *Aladdin* suffers from a severe lack of longevity. It's highly impressive while it lasts though.
★★★★

ALL-NEW WORLD OF LEMMINGS
Psygnosis £30



AP46 50% JN
Peculiar re-embrasure of the sadistically fussy original *Lems* rather than the make-amends sequel. Larger graphics, less icons and only three lem tribes because Pysgnosis say you told them *Lems 2* was too complicated; pixel-perfect lem positioning, exactly overlapping lem hordes and dictatorially precise cursor control because that's what *Lems* is all about, right? The 'all-new' parts are ability-replacing collectable objects (a terrific idea) and rampaging monsters (a terrible one). *Lems 2* is much more fun.
★★

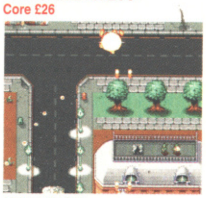
ANTS
Kellion £TBA

AP49 23% CW
YOU ARE THE ANTMASTER, and you must command your ants to CONQUER THE WORLD. An impressive idea – sort of *Sim Ant*, but good – but the execution's terrible. The screen fills with dots. You point at some of them and command them to attack a stationary blob representing a spider, or something. The ants attack, dying in the attempt. You command the remaining ants to feed, so they breed. You then attack again, until the spider is dead. That's it. Provided you keep one (yes; one) ant back each time, and allow for the random wandering of the ants, and can cope with the squeaky speech, and have the patience of Job, counting to ten, in Greek, you've beaten it. An impressive idea indeed, but body death is an attractive alternative to playing the game it has spawned. ★

ATR
Team 17 £25

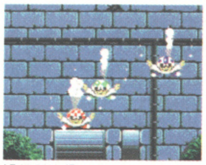
AP48 38% JN
Overdrive 2 via *Tower Assault*, more like. This stylish overhead racer, having taken the trouble to get the car movements right, bafflingly throws it all away by having courses that don't have the common courtesy to mark out the track. Yes folks, with *ATR* you can thrill to the experience of driving blind, coming off at unadvertised corners and getting trapped in belligerent roadside scenery. The overwhelming prevalence of sharp corners makes a nonsense of the 'battle' mode as player two gets scrolled off the screen without chance of recovery, and the identical 'league' game just makes six people unhappy instead of two. The usual power-up/choice of car/shop sequences can't help. Buy the similar but friendlier and grandly more fun *Micro Machines*. ★★

BANSHEE A1200
Core £26



AP39 89% CW
SWIV with planes, or *1942* with helicopter and jeep but with planes, or *Dragon Spirit* with planes but with helicopter and jeep but with planes. And good. Graphically quite beautiful in an attractively nasty way (you get to strafe ground troops, who clutch their chests, look up with infinitely sad eyes then jet blood and crumple to the floor) and supremely playable. There are only four levels (the reason it's not a 90%+) but they're long ones, and slightly wider than the screen (so you can dodge around *SWIV* fashion). Plenty of power-ups which are highly selectable, plenty of monsters that are alarmingly competent and altogether rather a lot more fun than that. And no in-game music. Yippee.
★★★★★

BASE JUMPERS
Grandslam £26

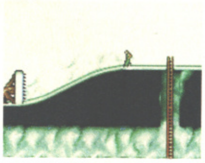


AP47 70% JD
Aaron Fothergill's follow-up to *Jetstrike*, with a similar patina of care and attention to detail, but a noticeable lack of 'there'ness. It's a two-stage game for up to four players. First you scramble aloft a vertical platformy building in *Rick Dangerous* fashion, collecting letters to spell secret words and so get to bonus games like *Joust* and *Invisible Space Invaders*, and then you leap off the roof and scrap with the others in freefall, jostling them against flagpoles and leaving opening your parachute to the last possible moment to earn those cash awards. Bursting with secret bits (our favourite being the straitjacketed plunge to death) and causing hearty guffaws whenever it's played, *Base Jumpers* regrettably falls to the mighty blows of over-too-quickliness in the multi-player mode and no-thanksment of the one-player game. What a shame.
★★★

BATTLETOADS
Mindscape £20

AP42 9% RP
Neatly varied but otherwise 91% terrible multi-stage beat-'em-up. ★

BENEFACTOR
Psygnosis £26

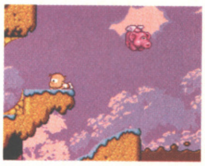


AP39 57% CW
Basically sound *Lemmings*-ish platform game marred by preposterously (and needlessly) small graphics. It's not as if you have to see so far ahead or anything (and anyway there's an option to scroll the screen if you really feel the need). The argument is that the tiny graphics mean huge levels of vast complexity, which is true, but a brimming mugful of gnawingly stupid flaws whack the gameplay full-bloodedly over the head until it stops squirming feebly and dies. Try these: unspottable traps. Unavoidable monsters. Long falls that kill you. No restart points. Levels that reset when you lose. Mmm. *Benefactor* is only for people who find the idea of trying to jump on to a moving ledge using a control method whereby you hold down fire to jump in a parabolic curve and let go to drop like a weighty rock marvellously appealing.
★★

BLOODNET A1200
Gametek £35

AP47 90% JN
Initially repulsive but (once you've mastered the preposterously over-complicated controls) tremendously rewarding point-and-click adventure without orcs in it. Gleefully amoral (you're a vampiric 'cyberpunk' who has to kill to survive while hunting for a cure) and engrossingly scripted, it's the best such game since *Monkey Island*. And you get to shoot people without any tiresome moral questions being asked. It demands a hard drive and 2Mb of memory though.
★★★★★

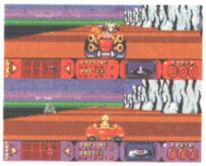
BUBBLE AND SQUEAK A1200
Audiogenic £30
AP40 77% JN
Superior platform game with splendid graphics and unexpectedly good music that involves shooing a stupid blue thing to faraway places so he can help you get across that one dangerous bit. Large (but never empty), varied (there are bonus levels, hidden bits and a shoot-'em-up sub-game) and really very good fun indeed, it's tragically spoiled by needlessly tricky mechanics (it's all too easy for the blue thing to blunder off a ledge when following you) and a foolish hurry-up feature which fills the level with water, so if you make a mistake near the end of a screen, you drown.
★★★★



BUBBLE AND SQUEAK A500
Audiogenic £26

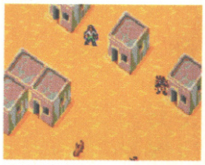
AP45 83% JN
Properly taking note of the criticisms of the A1200 version, Audiogenic have substantially increased the fun factor by beefing up Stupid Blue Thing's intelligence levels to a point where he no longer falls from a ledge if, for instance, he feels like it. Uses the CD32 joypad as well. But the watery time limit's still too nasty.
★★★★★

BUMP 'N' BURN
Grandslam £26



AP40 70% SM
A great idea – *Mario Kart* in the style of Wacky Races – comes apart at the seams due to an inability to grasp what made *Mario Kart* such fun in the first place. The tracks are too long so you spend ages scenery-watching, the competitors bunch together so you spend a few more ages scenery-watching, and you don't even need to use the comedy power-ups as you can pass the other cars by flooring the accelerator. Er, only to see them retaliate by strangely and suspiciously stumbling across convenient turbo-chargers. Mmm. Expansively disappointing.
★★

BURNTIME
Kompart £30



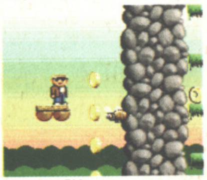
AP40 74% SM
Ugly strategy game involving traipsing around a post-apocalyptic desert and gathering a happy band that will have some chance of survival. It's sort of Mad Maxish (but without the vehicles), sort of Duney (but without the spice stuff), a bit unfair (you'll get killed a lot before you find out where everything is) and endorsed by Greenpeace. It is fun, though. Sort of. ★★★

CANNON FODDER 2
Virgin £30
AP44 89% CW
Disappointingly, a data disk rather than a sequel, and one that inexplicably takes our

➤

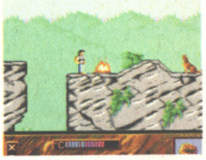
muddy, terrified heroes out of the grimly realistic warzones where they belong and shoehorns them into an implausible time-travelling plot. The quality of the levels isn't affected – the design is consistently better than the original's, and it's far more of a tricky trickster – but fighting blobby aliens on blazingly purple planets 'feels' wrong for the game. Rather more importantly, *Cannon Fodder 2* is outrageously expensive considering there's nothing new in there at all. It's still brilliant, but pointedly less so.
★★★★★

CHARLIE J COOL
Rasputin £20



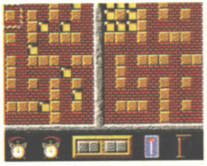
AP43 45% PM
A below-average platform game. ★

CLIFFHANGER
Psygnosis £15



AP39 19% SF
The world's worst film licence. ★

CLOCKWISER
Rasputin £13



AP40 79% JA
Bricky puzzle game where you have to rotate blocks to recreate a given pattern before time runs out while dealing with the usual complement of bombs, traps, indestructible walls and teleports. Expectedly shoddy graphics, typically annoying gameplay, unsurprisingly terrible learning curve and predictably addictive. Almost *Lego'X*, really. But not quite.
★★★

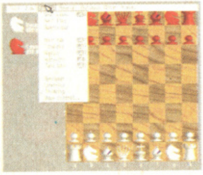
CLUB FOOTBALL: THE MANAGER
Teque £30

AP43 52% PM
A 2%-above-average football management game. ★

THE CLUE
Neo £30

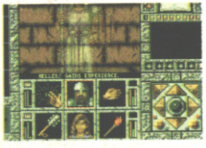
AP43 60% JD
Who remembers *Dodgy Geezers?* (They're only nice lads at heart.) *They Stole a Million?* Well, here's the Amiga version. Recruit a gang, burgle a building and get away with it, but spend most of your time in taxis and ruing the controls. It's a Germanglish text adventure disguised as a point-and-click, and it's only the fact they didn't convert *Dodgy Geezers* or *They Stole a Million* that stirs up interest.
★★★

COMPLETE CHESS SYSTEM
Oxford Softworks £35



AP45 81% SF
Chess.
★★★★

CRYSTAL DRAGON
Black Legend £30

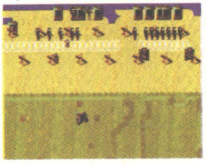


AP44 38% PM
Pick an RPG, any RPG – it's more than likely to be better than this redundant *Dungeon Master* clone.
★★

DAWN PATROL
Empire £35

AP47 80% JD
WW1 *Overlord* follow-up with typical Rowan friendliness (multiple views, 'combat lock', wads of background material) and some grand ideas (such as catching planes by surprise by zooming out of the sun, and lesser enemies running for it) but which doesn't quite come off. You don't feel that you're in a rickety biplane beyond your wings occasionally falling off and (hngh) your guns jamming, and the lack of scenery and ground action lets it down lots. Deep, detailed and dependable, *Dawn Patrol* nonetheless pales beside the magnificence of *Knights of the Sky*.
★★★★

D-DAY
Impressions £35

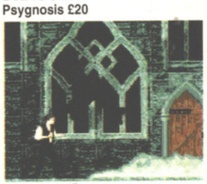


AP40 51% JD
Impressions seem bizarrely proud of their jealously guarded Micro Miniatures construction kit, and here's another wargame to make Dave Golder so glad it hasn't been released in a SEUCK-like manner. Every popularly held prejudice against wargames is confirmed by *D-Day*, and it takes as its starting point the day of the landings, so robbing you of any chance to do it yourself. (Surely the main attraction for restaging historic battles). Barely passable for fans of brain-haemorrhagingly tedious number-crunching, slightly more tolerable if you also enjoy playing with impossibly small graphics that are the same colour as the main map.★

DEATHMASK
Alternative £26 (£30 CD32)

AP47 62% SF (69% CD32)
Every review we've seen of this damns it for not being *Doom*. Except ours, of course, because we're not, for example, cretins. It's a simple fast-but-jerking-from-square-to-square 3D maze game with guns, and enjoyable on this level, but the overwhelmingly un-clever design of the 32 piddlingly easy mazes means you'll complete the whole thing in less than a day. Much better in competitive two-player mode, with lots of running around and away, but once you realise you may as well slug it out toe-to-toe as play properly what with the regenerating ammunition and impossible-not-to-peek-over split-screen, you've broken its spell. Not as big, clever or exciting enough as it should have been. Impeccably speedy on both A500 and A1200; the CD32 version scores higher because of the better controls.
★★★

DRACULA
Psygnosis £20



AP39 14% JD
The world's other worst film licence.
★

DRAGONSTONE
Core £30

AP46 49% CW
SNES *Zelda*, but on the Amiga, and rubbish. Here be regenerating monsters that always hit you due to the intermittently effective combat system, obvious mazes and stupid collision detection that mean, say, a mushroom clearly not in your path at all (and yet somehow so) forces you to go all the way around the map to reach the other side, puzzles of the dead end/old herbalist/present collected herb/receive travel spell school, secret areas essential to the game and an uninvolving swords-and-strawberry plot. Take it or take it not; we care for neither.
★★

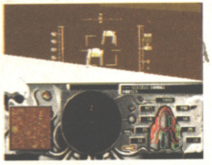
DREAM WEB
Empire £35

AP46 24% JN
Disastrous 'adult' futuristic point-and-clicker in which every screen is cluttered with tiny objects, all of which belabour you with a lengthy text description before you're allowed to see whether they're of any use. Very *The Clue*-like in that it's really a verb-noun text adventure in disguise, but greatly more stupidly obscure in its puzzle solutions. Typical of the hamfisted design is the gun you're illogically allowed to use only at certain points; typical of the storytelling is every hardened street-scum sub-human speaking like a slightly apologetic junior shop assistant. Really, the mystery of your character's madness is the only driving interest and you find that out on level two. ★

ELFMANIA
Renegade £26

AP39 61% SC
Pretty but vastly disappointing beat-'em-up with no sense of weight to the characters and a perfectly dreadful method of performing special moves that might as well light up a neon sign above your head saying, "Look out, other player – I'm about to perform a special move." There's a clever bit where you're fighting for money so you can hire a better character, but it all goes disastrously wrong in practice because the figures are fiddled to prevent you having a reasonable stable of fighters. And the tough people are so tough (and the weak ones so weak) that the fights are horribly unbalanced. The worst thing is, we said all this at the preview stage, but the programmers have taken not a jot of notice. Fools.
★★

EMBRYO
Black Legend £26



AP43 62% CW
Potentially staggering 3D flight sim (sort of like *Guardian*: ie, *3D Defender*) which blows it completely by having monsters that are far, far too tough. It's amazing no one picked up on this – it really does kill the game stone dead. And there's all that attention to detail and the serial-link option as well. Wasted. Utterly, utterly wasted. The A1200 version scored 70% for additional speed, but it really just highlights the missed opportunity. ★★

EMPIRE SOCCER
Empire £26

AP40 90% SM
If *Sensi* is the big red Routemaster of football games, then *Empi* is the hardy commuter running along behind, forever off-balance and leaning forwards in a futile attempt to catch hold of the metal pole, never quite managing it but putting up a passenger-pleasing, sprinty try all the same. It's nothing at all like 'real' football, instead concentrating on top Robo Hunter story Football Crazy-like special moves such as banana shots which curve through 90° and powerdrives which horribly injure the keeper. The pitch is short and square, you can take out three people with a sliding tackle and it's riddled with small and endearingly silly bugs (throw-ins and corners are more or less randomly allocated regardless of the team at fault), and it is, really and truly, *Speedball 2* in shorts. There's no doubt about it, this is certainly one of the top five games of 1994.
★★★★★

EXILE A1200
Audiogenic £30

AP49 89% CW
Prettied-up (and CD32 joypad-supporting) version of legendary key-swathed 'arcade adventure' that's probably the only game ever worthy of the nasty label. Sort of non-3D *Doom*, sort of single-player *Gravity Force 2*, it's all about flying around with real physics and shooting things and solving (occasionally unfathomable) puzzles. Quite fabulous. If you can cope with the controls, go for the otherwise identical original, now out at £15.
★★★★★

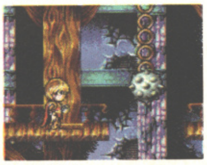
FIELDS OF GLORY
Microprose £30 (£35 AGA)

AP44 61% CW
Waterloo wargame swathed in options and featuring an ingenious three-scale map system tempting you to follow single units instead of examining the Big Picture and so fall foul of the Fog Of War. But it blows it all horribly, because – insanely – the game doesn't take terrain into account. So you just run everybody straight at each other and see who crawls out alive. Mmmm.
★★

FIFA SOCCER
Electronic Arts £30

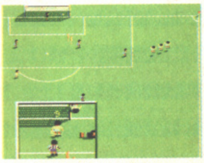
AP43 76% CW
Swap-laden Mega Drive conversion (six disk swaps and as many minutes to get started on a half) that suffers from clumsy and 'spongy' joystick/keyboard-combination controls (unless you'd rather have the computer randomly pick a move 'context-sensitively'). Even on a player-controlled team the computer players on your side are far too clever, running in and taking the ball when they should just be keeping up to set up passes. But it's exciting, with insane 'special moves' and good handling of the unusual skewed 3D perspective so you're never 'lost'. The A1200 version doesn't need so much swapping. It's hard drive-installable. We forgot to put it in The Bottom Line in AP44.
★★★

FLINK CD32
Psygnosis £20



AP47 79% JD
Almost-but-not-quite platform game with much to commend it – varied levels and trinkets looted shamelessly from the best of the rest of the best – but horrid ersatz-inertia controls and hopeless use of forced scrolling which traps and kills you WHEN IT'S NOT YOUR FAULT. Still, the mix-it-up spell bits and got-it-together 'feel' of the thing makes it great fun to play up to the point where your character falls through the edge of a perfectly legitimate platform AGAIN and you punch a hole in the fridge.
★★★★

FOOTBALL GLORY
Black Legend £26



AP45 66% (68% A1200) PM
The coincidental *Sensi* lookalike that, while playing a largely acceptable game o' football (aside from the idiot ploy of having the computer opponents 'slip up' by rocketing the ball into their own net or something, rather than playing poorly) pales in comparison with *SWOS*. There are mechanical troubles as well: the jolly collection of special moves are wasted because the computer teams don't give you time to set them up before legging it with the ball; the aftertouch is madly sensitive; and the passing is problematically inaccurate. Interesting, but flawed. The AGA version's slightly faster, with better sound. ★★★

GUARDIAN A1200
Acid Software £30

AP47 90% JN
While *Guardian A1200* may lack the thrilling 1970s cop show music and condemns non-CD32-joypad owners to clumsy mouse/keys controls (or a keyboard-only option) it IS *Guardian CD32* but on the A1200.
★★★★★

GUARDIAN CD32
Acid Software £30

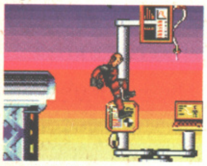
AP43 90% JD
Defender. In first-person 3D. On the CD32. Buy it. Because you know we're right.
★★★★★

IMPOSSIBLE MISSION 2025
Microprose £35

AP39 75% SC
Not so much a sequel, more a game suspiciously similar to the round of uninspired platformers that came out about the same time as the first *Impossible Mission*. Microprose's infinite wisdom has it that the tightly focused, puzzle-oriented gameplay of the original was a Bad Thing, so *Impossible Mission 2025* sprawls formlessly and concentrates on silly

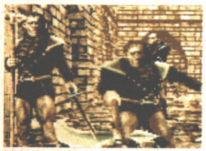
feats of leaping which are made pointlessly more difficult by the inflexible jump mechanism. What puzzles there are are more than slightly dull, and not even the new power-ups (like handy shields and a fab jetpack) enliven the action. Damningly, the most entertaining thing about this game is the C64-perfect original *Impossible Mission* you get with it.
★★★

INCREDIBLE CRASH DUMMIES
Virgin £26



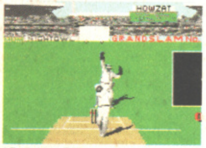
AP39 52% SM
A platform game. With guns. And dummies. That lose limbs. And then regain them. With unbearably predictable consequences. It's not very good. Really.
★★

ISHAR 3
Daze £33



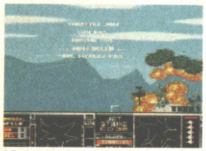
AP41 50% CW
Entirely uninspired first-person perspective RPG which is still living in 1985 (walk around some mazes, find someone, walk around some more mazes to find the object that someone wants, return it to be told someone else is waiting for you in another maze) and chokes any chance of excitement with barely noticeable character interaction (non-plot vital citizens are just scenery) and extremely dull fights. Does all the wrong stuff with external and hard drives as well. The fact you can load in your favourite party from the prequels sort of gives away the lack of interest in mass appeal, but that doesn't excuse the overwhelming tedium of it all.
★★

IT'S CRICKET
Grandslam £27



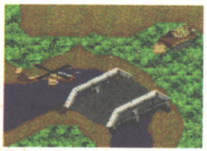
AP47 65% PM
Sloppy bowling and ghastly fielding sections let down the well thought-out batting part of this contender to *Graham Gooch's World Class Cricket* sensible flat cap. *Graham* wins on lovableness.
★★★

JET STRIKE CD32
Kompart £26



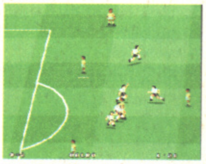
AP42 81% CW
The control problems and disk accessing time, which foxed the original version's high-octane air-to-air and air-to-ground fireball antics, have here been eliminated, which is a Good Thing. The in-game tunes have been replaced by some actual musical numbers with singing and everything, which is a Crime Against Humanity. Apart from that, exactly the same mixture of disturbingly realistic plane specs (down to the engine noise, apparently) and laughingly hopeless handling. Charmingly PD (the programmer's obviously done everything, including graphics and speech) and, curiously, excellent fun.
★★★★

JUNGLE STRIKE A1200
Ocean £28



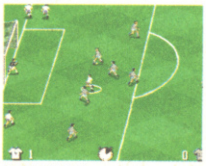
AP45 77% JN
Console action games are great. You switch them on, play them for a bit and then switch them off when you get bored. *Jungle Strike* is a conversion of the Mega Drive console action game, and they would have got away with it if it hadn't been for that meddling lack of depth. The 40 or so levels can't disguise their similarity beneath excited mission briefings; you're either flying off to shoot something, or to rescue someone. A couple of extra vehicles to commandeer here and there do break up the pattern (although you're just doing the same stuff but at a different height) but the tiring faults (like having to search minutely for your own fuel on later levels – a-ha ha ha) drag it down. A great console action game, and as such best taken in short doses.
★★★★

KICK OFF 3
Anco £26



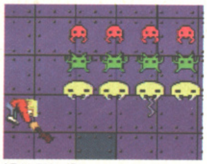
AP40 69% SM
At least they've tried to be different: the absence of Dino Dini has also spelt the end of the pinbally feel to this series. But it's all a bit of a mess. The game forces you to use a two-button joystick (otherwise you can't pass accurately), the scrolling is genuinely sickeningly jerky, the graphics and 'feel' are hugely shabby (silence when you score, laughably inappropriate animation, no second drive recognition and the muddled front end spring easily to mind) and you just want to be playing *Wembley International Soccer* for the whole time you're squabbling with it. ★★

KICK OFF 3 EUROPEAN CHALLENGE
Anco £30



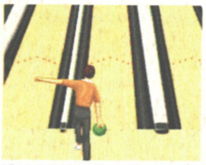
AP46 57% PM
A couple of cosmetic changes, proper sound, more teams and tidied-up controls. The compeition – *Wemblers* and *SWOS* – make it look even worse second time around.
★★

KID CHAOS
Ocean £26



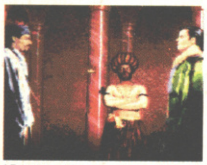
AP41 71% JD
Oh, how we wept into our mugs of unpleasant chocolate. Apparently the programmers of this game turned up on Ocean's doorstep with an exact copy of *Sonic the Hedgehog*, but in the inevitable legally sensible flurry of changes something terrible happened. In crept over-enthusiastic momentum, stupid obstacles that stop you running at speed (so why have such fast scrolling?) and unspottable traps, trampling all over the great vandalism-based gameplay and atypically imaginative level designs. Grrrr.
★★★

KINGPIN
Team 17 £13



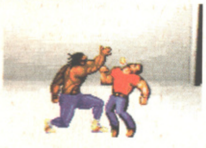
AP48 47% PM
Cheap, pleasantly-presented but predictably tedious ten-pin bowling game whose only assets are a league game and the ability to create players and so mock up a career for yourself. Like all those darts sims, *Kingpin* is pointless – all the clever samples and glitzy effects aside, it's a devastatingly boring piece of fluff. And the computer opponents appear always to do the same thing.
★★

KING'S QUEST 6
Sierra £35



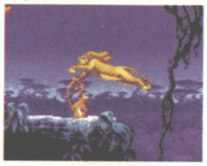
AP41 70% JD
Point-and-click adventure that, while being large and involved, is also guilty of just about every point-and-click crime: tiny objects (with a cursor that doesn't point them out), deaths (and sudden deaths at that), endless screens of text, terrible jokes and no improvement in the cloddish control method despite three years having passed since Part 5.
★★★

LAST ACTION HERO
Psygnosis £20



AP39 3% SC
The world's other other worst film licence. ★

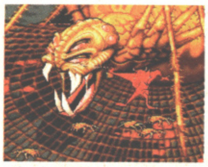
LION KING
Virgin £30



AP46 59% JD
Virgin's follow-up to *Aladdin*. The platform levels are dull and empty, two of the break-it-up sections are missing and the lion is a blighter to control. The original wasn't much to work with but that doesn't excuse this disgracefully loose and unfinished conversion.
★★

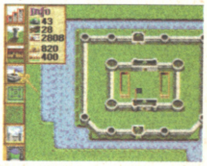
LITIL DIVIL CD32
Gremlin £30

AP42 22% JN
Yes, you've heard the line hundreds of times before, but this time we're using it and we're great, so shut up. This game's graphics are cartoon quality, and the artists should



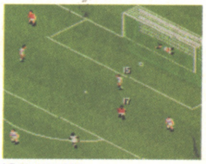
seriously consider getting into animation. The look, the characterisation, the gags and (most importantly) the timing are impeccable. The game though is one club-footed step beyond the wretched *Dragon's Lair*, in that you have full control over your 'divil' but end up playing (dishonestly hard) *3D Maze*, *Simon* and *Frogger*. Sigh. ★

LORDS OF THE REALM A1200
Impressions £35



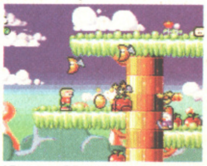
AP44 82% RP
Extremely professional peasant/castle wargame where you have to keep everybody happy and then kill hundreds of people in a neighbouring county because they looked at you funny. High feeling of involvement and gratifyingly complicated, but it's not going to win any converts to the cause.
★★★★

MAN UTD – THE DOUBLE
Krisalis £30



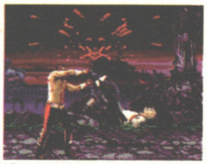
AP49 58% PM
Man Utd Premier League Champions with a *FIFA*-ish 3D perspective and a *Premier Manager 3*-like editor. Fiddle all you want with the teams, admire the new player transfer section, become terribly angry with the actual football-playing bit. You can turn this off, but if you're going to do that, why not play a dedicated footy or footy manny game? Or *SWOS*, of course.
★★

MARVIN'S MARVELLOUS ADVENTURE A1200
21st Century £30



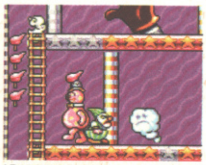
AP45 26% RP
No unexpected monsters, no end-of-level bosses, no unspottable traps, no leaps of faith, no control troubles, no disk drive problems, no illogical passwords, no reason to play again after you complete it in four hours and thirty-two minutes on your first go. A wracking shame. ★

MORTAL KOMBAT 2
Virgin £30



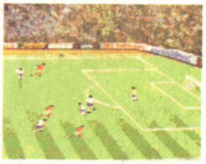
AP46 63% JN
Glitzy, vacuous conversion that relies on artificially complicated joystick moves. Fast-moving and exciting to watch, but deathly dull to play. Fights are over so quickly, and you're as likely to win bashing the fire button as juddering through the unnatural 'special move' sequences, that you're blasé about losing. Whither affinity with a particular character? Wherefore just-another-go grudge matches? Not here, friend. It's got the best 'feel' of any Amiga bashum game and there's fun to be had from its maximum hurtage, but the illogical controls mean it's less a case of discovering secrets than waiting for us to tell you the moves. And you can fox your one-player mode opponents with a single attack. Constrained by the get-it-over-with-quick coin-op, *MK2*'s just a novelty alternative to the mighty *Shadow Fighter*. Intrusive disk swapping and sparser sound on the A500, but the A1200 version's entirely accurate to the arcade machine.
★★★

MR BLOBBY
Millennium £20



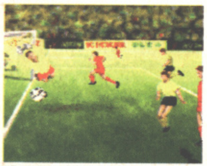
AP45 37% JN
Super Troll Island on the SNES, but on the Amiga and with Mr Blobby. Sloppy design and stupid faults (like leaping through the ceiling to land on the platform above when you merely wanted to hop over a monster) don't help; neither does the ease with which you can coast through the game. Bizarrely though, it is tolerably playable for a couple of hours. It's bad. Not as bad as you'd think, though. (But still bad.) ★

ON THE BALL WORLD CUP EDITION
Daze £30 (£33 AGA)



AP41 85% SF
At last – someone's actually sat down and worked out that what football management games need is a sense of fun. The feeling of involvement with your team is tremendous (you get to laugh with them, cry with them and, er, enjoy a post-match tipple with them). A distinct lack of numbers helps the game bounce along, and the all-round polish and attention to detail (not to mention solid management algorithms) puts this at the top of any wants list.
★★★★

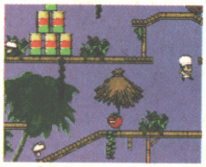
ON THE BALL LEAGUE EDITION
Daze £30



AP43 71% SF
The World Cup Edition game, but, insanely, minus all the human interest bits. In their place you get numbery management bits, the lack of which made the original so good in the first place. Foing! ★★★

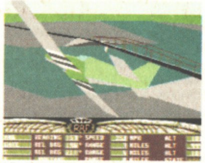
OUT TO LUNCH A1200
Mindscape £25

AP39 76% JD
Despite being a platformer, and despite having a Slippy-Slidey Ice World on the first level, and despite forcing you to go looking for weapons at the start of each screen, an



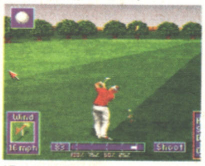
entertainingly playable(ish) and rewardingly difficult(ish) game with Pierre the Chef, the cutest hero ever in the history of all things. Frankly, it's Pierre and the other characters who really make the game (there's nothing here you've not seen before) but they do it with such pânache that you can't help but enjoy yourself. And the bit where the anthropomorphic salmonella absorbs your oh-so-lovable chef whole is a truly gruesome treat. ★★★

OVERLORD
Virgin £30



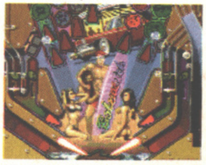
AP43 88% JD
Multitudinously viewpointed flight sim of WW2 Vichy-trouncing antics with a splendid regard for the player. You can speed up time in long flights, skip take-off and landing, and tell the computer to follow the target plane visually during an attack so you don't lose him when he moves past your line-of-sight. Controls are a bit clunky (far too many keys to remember) but that's unavoidable, and anyway it's got great explosions and trails of smoke. Enormous fun. Substantially faster on an A1200.
★★★★

PGA EUROPEAN TOUR GOLF
Ocean £26 (£28 AGA)



AP43 84% JN
Golf. But, astonishingly, good. 'Real' players, 'real' courses, that tried and tested press-for-power-press-for-direction control method, and some lovely sound effects. (But shockingly awful music, natch.) It's really very good fun, even for non-golfers. They're going to find it a tad samey, though.
★★★★

PINBALL ILLUSIONS A1200
21st Century £30



AP43 89% JD
It's a disappointment, this. The presentation's been beefed up (including more detailed 'LED board' animations) and there's a multiball option (complete with a hi-res mode to show near all the table at once) but it really is just more of the same. Less of more of the same, as well: there were going to be four tables, but they chucked one away for not being good enough. So your £30 nets you exactly three tables. All good stuff, natch, but no vast improvement over *Pinball Fantasies*.
★★★★

PINKIE
Milenium £26

AP48 20% JN
Promising platform game with

➤

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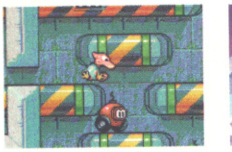


likeable gimmick of multi-purpose car, but whose sprawling, featureless levels, smothering tedium and complete set of Kangaroo Court crimes slaughters it with a rusty hatchet. ★

POWERDRIVE
US Gold £30

AP45 61% JD
Empty tracks, trying to reproduce realistic car handling with a joystick, computer drivers that never crash and the financial burden of having to succeed just to repair the car you've smashed up speeding realistically around an empty track in order to succeed, are but some of the problems found in this rally sim. A challenge tangibly vanquishable after a few hours of practice is but one of its attractions. Actually, that's it. And you'll get fed up before you master the game, anyway. ★★★

PREMIER MANAGER 3
Gremlin £26

AP44 83% SF
Zenith of stats-based footy manny games (probably) but one that suffers ironically from the depth of its cleverness. A sort of remix of the previous games in the series with all the clumsy bits ironed out, *PM3*'s sole gimmick is its *SWOS*-like adjustable player positions. But unlike *SWOS* you have to spend ages rejigging your team after every loss, because you're not given enough information about the opposition. It's exceptionally difficult and demands unbroken concentration, but rewards with thunkingly solid fun.
★★★★

PUTTY SQUAD A1200
System 3 £30

AP41 91% CW
Visually, aurally and conceptually gloriously inventive platform game with exactly the right mix of gags, guns, gullible cats with rubber stomachs and gameplay. Slither, bobble and dance-to-DJ-Uncle-Ted your way through fifty levels of disturbingly Apocalypse Now-inspired nonsense, hitting monsters with your blue putty fists and swallowing their souls with your amazing absorb-o-power. Easily the best platformer since *Yo! Joe!* and an object lesson in how to do a sequel properly. Bonus points for including a sample from Screwball Squirrel (Tex Avery, 1944) as well. Or possibly not.
★★★★★

QUIK
Titus £20

AP40 58% CW

Stunningly average platform game affording nothing new whatever and rapidly becoming very annoying indeed. ★★

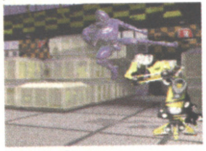
REUNION (AGA)
Grandslam £35

AP43 81% CW
Current thinking in junk mail circles eschews the blanket approach, concentrating instead on finding out from various databases who you are, what you're like and what you like, and then 'targeting' their rubbish at you directly. *Reunion*'s a bit like that (except it's not rubbish) – it's a *Dune*-ish buildy things strategy game with no exciting bits at all and billions of stats which requires 50 hours to complete (if you know what you're doing), an A1200 and a hard drive. So get it, Bill Rebus of Toxteth – you'll love it.
★★★★

REUNION A500
Grandslam £35

AP45 81% PM
A mere three months after we reported it couldn't be done, it's been done. Those rascally software publishers, eh? Graphically simpler than, but otherwise exactly like, the A1200 version. And you don't need a hard disk to run it, although a couple of external drives are recommended.
★★★★

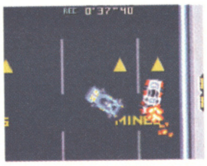
RISE OF THE ROBOTS
Time Warner £40
(£43 A1200, £35 CD32)



AP45 5% JD
Words cannot fully convey the extent to which *Rise of the Robots* is the poorest full-price release ever in the history of all things, although imagining it as an insuperably retarded beat-'em-up that Player One can complete at any moment by holding down diagonally up and right and the fire button captures its essential risibility. The nearest the software industry has yet come to robbing an elderly deaf woman in a wheelchair whose son has just died in a car accident returning from the funeral of his father and sister killed when their ancestral home burned to the ground and then severely beating her. With the diseased family pet. ★

ROADKILL CD32
Acid/Vision £30

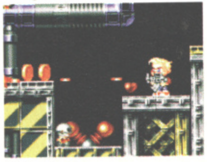
AP45 84% JD
Rocky Roll Racing on the SNES, but on the Amiga and viewed from overhead. It's an ultraviolent *Super Sprint*, using the old futuristic game show ploy to create a fantastically exciting smoking wreckage experience. "Get the jackpot," booms the announcer as you fire missiles at hapless opponents. "Get the super-jackpot," he roars as more cars spin away to their doom. The piddly damage indicators and surprisingly low number of courses (12, explicit numeric fans) annoy; the lack of a two-player game hurts. Let's hope the forthcoming A1200 version corrects things with a serial link option, eh?
★★★★★



ROBINSON'S REQUIEM
Daze £35

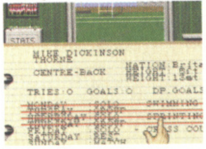
AP43 39% RP
Slow, slow, slow, dull, dull, dull RPG that has you walking around (so very much) in an effort to escape from a prison planet. Frankly, it's only passable with the cheat mode active, because then you can cut out the endless perambulation. The gimmick's that you have to keep in trim in the face of disease, but it's hardly worth the wait. ★

RUFF 'N' TUMBLE
Renegade £26



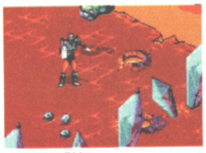
AP42 88% JD
Platform game with guns that's appallingly difficult, but rigidly fair with it. Lovely reversals (your small cute child packs a machine-pistol; the denizens of the typical platform levels – woodlands, underwater caverns and the like – are armour-plated and fire barbed harpoons), excitingly cataclysmic power-ups, very (but workably) tricky layouts and angrily playable. 'Challenging' is probably the word we're looking for.
★★★★

RUGBY LEAGUE COACH
Audiogenic £30



AP43 62% PM
A football management game, but about rugby league. Oddly, you don't get any match analysis, so you don't know what you did wrong when you lose and have to fumble around to fix it. Worth a look for the novelty, though.
★★★

SKELETON KREW A1200
Core £35



AP47 59% PM
Sub-standard *Escape From the Planet of the Robot Monsters* clone even more disappointing for being worked on for over a year. Half-hearted aliens, no power-ups, no variety between levels – it's all here. Or not. Even the score-bumping two-player mode's lacking in sparkle. It looks great, but who cares?
★★

SENSIBLE WORLD OF SOCCER
Renegade £30

AP44 95% JD
Sensible Soccer, but with management, but for *Sensible Soccer* fans. It's not *Sensi* meets *On The Ball World Cup*, but you are empowered with phenomenal abilities. That to command the movements of a non-controlled player with extraordinary exactitude, for example. Or that of constructing a team from the pool of 26,000 'real' players. Essentially it's the same old *Sensi*, but this time you're allowed to twiddle the behind-the-scenes knobs. Our highest mark ever in the history of all things.
★★★★★

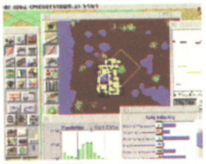
SHADOW FIGHTER
Gremlin £30

AP46 91% CW
A textbook example of how to do a game properly, except nobody'll take any notice. Three Italian beat-'em-up fans looted the best bits from any number of tedious biffing games, applied sinister and special processes to them and came up with the best beat-'em-up ever in the history of all things. It's got heaps of character in the wildly diverse and carefully mismatched fighters, a beautifully simple 'special move' control method (you just swirl the D-pad in various directions and press fire) and options a-go-go. There's even a practice mode where you fight seemingly innocuous master of terror Pupazz the Puppet. Truly the *Gravity Force 2* of beat-'em-ups. The A1200-specific version's on the way, but even this A500 version looks lovely. Lots of disk swapping though.
★★★★★

SHAQ FU
Ocean £26

AP46 51% PM
Uninteresting, plastic beat-'em-up saved from the fires of perdition by the option to fight opponents in any order and an eight-player tournament.
★★

SIM CITY 2000 A1200
Maxis £40



AP44 85% PM
An appalling drain on the pocket (to play, you need an A1200 with 3Mb RAM and a hard drive, and an interlace-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from *Sim City*, and then multiply it by 2,000. A worthy companion piece to *Theme Park*, if you've got the kit.
★★★★★

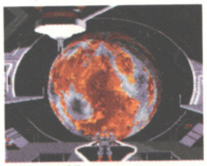
SIMON THE SORCERER CD32
Adventure Soft £35

AP42 57% JN
Exactly the same game as the A1200 version – all the poor jokes, all the pointless wandering, all the fantastic graphics, all the obvious puzzles – but this time with speech. Greatly annoying speech that's compulsory and bugged at that. One to acknowledge as a breakthrough game following *Darkseed* into unexplored 'talkie' territory, if not to actually buy.
★★

SOCCER SUPERSTARS
Flair £30

AP49 15% PM
Abysmal side-on footy game peppered with shocking bugs. You do get a free football with it, though.
★

STARLORD
Microprose £35



AP43 51% SF
Conquer-the-universe larks a-plenty type of strategy game with an altogether slipshod approach to control and presentation, and an extraordinarily terrible combat sequence (that, fortunately, you can skip). They should have dropped it altogether to concentrate on the strat side. ★★

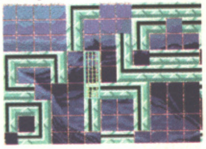
SUBWAR 2050 A1200
Microprose £35 (£30 CD32)

AP45 82% CW
Intriguing mixture of *Syndicate* plot and 'underwater flight sim' (although obviously the submarine handles differently from an aeroplane) set in a corporate-run world where it's an accepted business tactic to blow up your rivals with torpedoes. Liney graphics (though the PC version looks really nice – cheers, *("Michael Jackson" – Ed)*) but evocative atmosphere (so to speak) and fun, fun, fun. It's a mite slow, though, which is a shame.
★★★★

SUPER LEAGUE MANAGER AGA
Audio genic £30

AP48 89% SF
Outstanding footy manny game that dispenses with numbers in favour of telling you about a player IN ENGLISH. "He's been playing well, but is feeling unenthusiastic," it might say. Imprecise, yes, but infinitely preferable and more atmospheric. There are no tedious 'real' players either, so you're free to form your own opinions. Deeply clever as well. And *Wembley International Soccer*'s in there. Hard to get into at first, and continually having to set up training schedules is a chore, but still, eh? A tremendous companion piece to *On the Ball World Cup*. Best played with a mouse, CD32 owners.
★★★★

SUPER LOOPZ A1200
Audiogenic £15



AP49 29% JN
Baffling rejig of the terminally dull *Loop*(hnghh)*z* – a sort of *Pipemania* without the excitement of gloop flowing through the shapes you're making – that doesn't ever change except for getting faster. Dull bonus games finish it off.
★

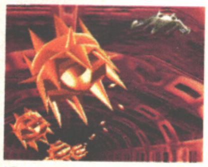
SUPER METHANE BROTHERS
Apache £26

AP39 72% SM
Bit of a tricky one, this. It's *Bubble Bobble*, but with vacuum cleaners that fatally squirt the monsters against walls. But, er, it's not very good. And we can't really put our collective finger on the reason why. Structurally, it's identical to the much-loved dinosaur/soapy envelope original (120 levels, mini-bosses, tricky bonuses, secret rooms) and many of the screen layouts are unsportingly similar, but it's not *there*. Um. Maybe it's the lack of continues (or any kind of restart points) or the fact it's all so numbingly easy. But probably not. It's okay. Ish. Basically. (Or maybe, dare we say it?, *Bubble Bobble* wasn't actually that wonderful all along.)
★★

SUPER SKIDMARKS
Acid £25

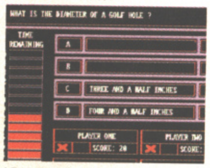
AP48 86% (91% A1200)
Really quite beautiful racing game sequel which corrects the disk accessing clumsiness of the original and tidies up the Quadratic B-Splines™ so the cars judder and bump even more realistically. Eight types of car from dragsters to cows, optional caravan-towing, different speeds, 32 tracks, pointless horn-honking, the label 'last' if you're last, sinister black cars, *Pong* while you choose your options. *Super Skidmarks* rapidly loses its appeal in one-player mode, but that's not the point. The more people and equipment you have, the better it gets, with options to link Amigas, split the screens and play with eight people. And there's a phone modem option. It's a hoot. The A1200 version adds hi-res to the split-screen modes, faster disk accessing and the ability to connect two monitors and play a track in Cinemascope.
★★★★★

SUPER STARDUST A1200
Team 17 £30



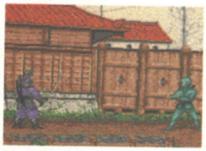
AP42 89% JN
Stardust, fairly obviously, but on the A1200, equally obviously, which means better graphics, better sound, faster tunnels, bigger asteroids, underwater *Thrust* sub-games and keyboard control. Fabulously lovely in every respect, except (especially bizarrely considering the embolismingly hard A500 version) it's far, far too easy – we suspect Team 17 bullied the programmers into toning it down. Why? Why? A great game, but not quite a *great* game, if you see what we mean.
★★★★★

SWITCHQUIZ
Switchsoft £29/£37



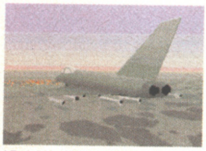
AP41 54% CW
A pub quiz game with the novelty of two four-button hand controllers (four in the more expensive version) but the bugbear of atrocious presentation. Tiny print unreadable without a magnifying glass, hugely annoying Smashie & Nicey samples, no colours (beyond red) and – fatally – questions that are repeated, sometimes within the same game. Data disks are promised for the future, but even so *Trivial Pursuit* still rules the roost as far as stupid quiz games go.
★★

SWORD OF HONOUR
Megatronix £20



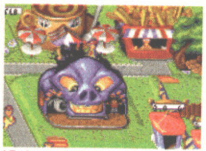
AP49 58% PM
'Odd' *Exploding Fist Plus*-type beat-'em-up-cum-puzzle-game that looks great and is initially highly playable, but crash-dives like a soda-poisoned albatross when you realise every level is exactly the same. You can get the game from 21 Tiled House Lane, Brierley Hill, W Midlands DY5 4LG. ★★

TFX A1200
Ocean £TBA



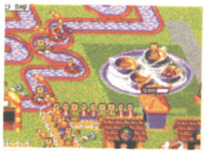
AP49 62% (85% A4000)
Modern-day flight sim with all manner of 'stealth' and 'laser-guided' things. Impressively sophisticated and that, but it does mean dogfights consist of spotting a dot on your radar, pressing the space bar and waiting for your missile to hit. It's surprisingly absorbing, with a good range of missions. Ghastly on a standard A1200, with overwhelming amounts of disk swapping (often just to see a redundant 'story' picture) and once-per-second screen updates; best on a top-of-the-range A4000 (if still noticeably jerky); somewhere in between depending on the contents of your RAM expansion/extra disk drive cupboard. Certainly a sim rather than a game. The mark's for the A4000 version. ★★★★

THEME PARK
Electronic Arts £30



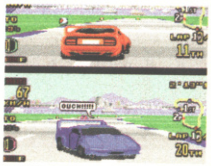
AP42 91% CW
Tellingly sponsored, frightening demonstration of the sophistication of mood manipulation techniques in today's grotesquely commercial world, as you oversalt chips to get the tourists to buy drinks, oversugar the drinks to make them hyperactive and fiddle the time your rides run for so you can cram in more people per day, then hugely underpay your indispensable staff and sell off the place to finance your next step in global funfair conquest. Loot 'em and boot 'em, that's the ghastly philosophy of *Theme Park*. Or you can play the game to make a really nice funfair with great rides and reasonable prices. But then you'll go bankrupt. ★★★★★

THEME PARK A500
Electronic Arts £35



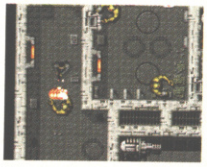
AP44 91% CW
Slightly slower, graphically streamlined and financially simplified, it's sort of *Theme Park Lite*. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing. ★★★★★

TOP GEAR 2
Gremlin £26



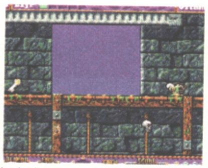
AP42 63% CW
An average racing game slapped down to mediocrity by comparison with the likes of *Lotus 1*, *F1GP* and the mighty *F1* itself. ★★

TOWER ASSAULT
Team 17 £20

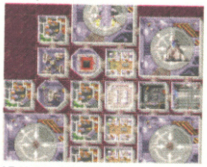


AP45 46% JN
Alien Breed was hard. *Alien Breed 2* was incredibly hard. But *Tower Assault* is self-indulgently grotesque. Slack collision detection, illogical dead ends, radioactive rooms that KILL YOU BECAUSE YOU'RE STANDING IN THEM and 30-second dashes to the door before the level explodes so ending the game you've just played for an hour while carefully building up your lives and ammo reserves collaborate to mow down the spirits of fun. Then the indestructible and incredibly powerful security lasers, non-allowance of player two joining in halfway through and bugs step up to finish off the heaving, crawling wounded. But hey – it's so atmospheric. The Casino Royale of Amiga games. ★★

TRAPS 'N' TREASURES
Krisalis £26
AP38 79% SM
Pirate platform antics with plenty to do. The monsters are a bit too hard perhaps, but the puzzles are intriguing and will make this game last you for some time. ★★★

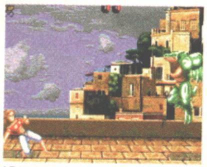


UFO
Microprose £35



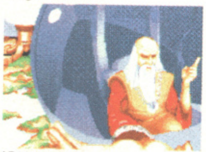
AP43 75%/85% CW
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens move, though, and you really have to play it from hard drive. (Hence the two marks – the lower's using floppy.)
★★★/★★★★

ULTIMATE BODY BLOWS
Team 17 £30 CD32



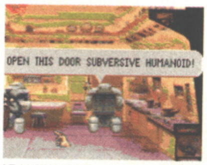
AP39 86% SC
Third time lucky (or fourth, we've lost count of how many versions Team 17 have done) for everyone's favourite (and scandalously shameless) *SF2* clone. It's got the lot: sensible use of the extra buttons, 21 individual characters (as opposed to the same character 21 times) and a fast mode that's scorchingly nippy. You'll fairly obviously need two joypads though.
★★★★

ULTIMATE PINBALL QUEST
Infogrames £30



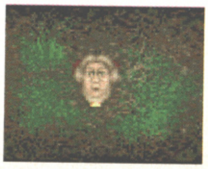
AP39 61% JD
No it isn't. ★

UNIVERSE
Core £35



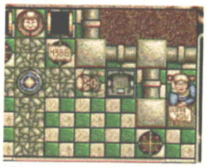
AP41 21% JN
A point-and-click game so poor you'll want to volunteer for the Army rather than play it. ★

VALHALLA
Vulcan £30



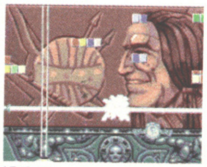
AP39 19% CW
Not, regrettably, the redundantly drawn-out Speccy adventure (which, apparently, only one person ever bothered to finish) but an overhead-view maze game where you walk around and get killed by unspottable traps. A lot. ★

VALHALLA – BEFORE THE WAR
Vulcan £35



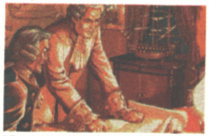
AP47 19% JN
The unspottable traps have gone, but the tedium remains. Four gigantic, obstacle-cluttered levels lay before your shambling, hamstringed would-be assassin, levels replete with embarrassingly simple-minded puzzles and people who give you silly objects. The use of speech is terrific, there are some entertaining puns and you can wander far and wide without obviously being blocked off, but all atmosphere is lost due to bunging hi-tech electronics into the mediaeval setting without justification, and you'll plod through to the end in a weekend.
Horribly dull. ★

VITAL LIGHT
Millennium £30



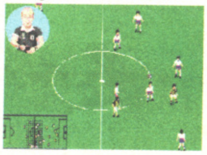
AP48 11%
Appalling shoot-'em-up masquerading as a puzzle game. Watch a falling line of blocks, count the blocks to ascertain the dominant colour, select that colour to fire from your rotating gun so you destroy the line in the shortest time, turn your attention to the next line of blocks. Almost unbelievably there's no facility for planning ahead, which is surely the most basic requisite for a puzzle game. The two-player and tournament options add nothing. Repetitive and boring and horrid. ★

VOYAGES OF DISCOVERY
Kompart £30



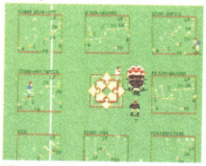
AP44 52% RP
Takey-turny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'. ★★

WEMBLEY INTERNATIONAL SOCCER
Audiogenic £26 CD32/A1200



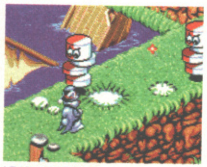
AP39 85% SMFooty game of the Let's Not Actually Try Hopelessly Optimistically to Trounce *Sensi* school that's all the better for it. Some splendid ideas (overhead or isometric views, an optional window showing the player to whom you're going to pass, custom playing styles) pep it up no end, but rather sadly it's all let down in the end by the sticky speed and uncomfortably small pitch. Let's hope there's a Version 2, eh? Best played with a CD32 joypad, which you can do on the A1200 version as well.
★★★★

WEMBLEY RUGBY LEAGUE
Audiogenic £20



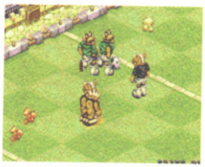
AP38 62% SC
A manly and noble sport makes its debut on the Amiga. Unfortunately this is probably not quite as much fun as *Five Nations Rugby* (AP14, 86%) which uses the same game engine. Something's missing in the translation.
★★★

WHIZZ
Flair £26



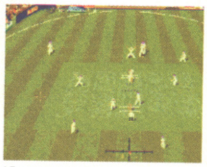
AP49 41% RD
Ostensible isometric-3D platformer which turns out, in fact, to be a maze game. Ridiculous time limits rob you of the chance to go exploring, the fact your 'spin' attack is not only ineffective against certain monsters but TAKES AWAY SOME OF YOUR ENERGY is extremely silly, and the semi-sentient controls frequently decide you didn't really want to go that way and correct your foolish mistake. Could have been great. ★

WILD CUP SOCCER
Millennium £26



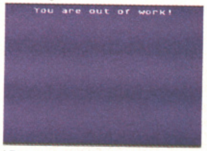
AP40 14% CW
How to kill a good idea about football with a strapping dose of violence. Step one: Present the game in incredibly acute isometric 3D so it's stupendously difficult to see what's going on and inconceivably hard to make accurate passes. Step two: Implement the football mechanics in a fantastically terrible manner, so that you have to painstakingly beat up and kill all the opposing players, if you don't want them to just zip in and nick the ball leaving you helpless or dead. Step three: Compensate for this fault by allowing the player to run directly across the screen and score. Step four: Save time by allowing the player to complete the entire game just by holding down the fire button. Step five: Refuse to scrap the game and release it. For £26. It's true. ★

WORLD CUP CRICKET MASTERS
ESP £25



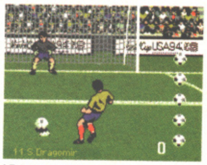
AP39 14% SM
Cricket. Done very badly indeed . Your men are drawn from the Lowry school of figurative work and are consequently almost impossible to see, the animation is appalling, the gameplay is ruined by intrusive point and click menus and it costs far too much money for what it is. If you want to play cricket on your Amiga, do yourself a favour and go out and get *Graham Gooch's World Class Cricket* which is a much more highly polished, civilised and playable affair. It's good to see independent companies having a go, but that's honestly just about the only good thing you can say for this awful game. ★

WORLD OF SOCCER
Challenge £20



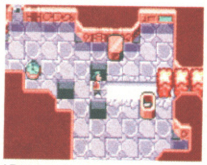
AP40 5% SM
It's a football management game. Written in BASIC. By programmers who can't spell. Or write football management games with the least modicum of imagination. So surprisingly we don't like it. Very much. At all. You'd be better advised to stick your head in a vat of sulphuric acid than to contemplate buying and playing this so-called, self-styled 'game'. ★

WORLD CUP USA '94
US Gold £26



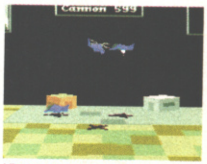
AP41 20% SM
Terrifyingly awful overhead-view footy game in the rash of footie games this year with every fault imaginable ranging from eleven minute loading times, through hopelessly fiddly tackling, to 100% successful passes that reduce the game to kicking the ball from one end of the pitch to the other. Quite possibly the most shameful full price release this year. ★

X–IT
Psygnosis £20



AP47 80% CW
Soko Ban for the '90s. The 1990s, that is. No, hang on. In truth a push-block fill-hole puzzle game with all sorts of 'new' obstacles, features and things to pick up and use, and with nary a fault beyond the typical ones of stringent time limits and (remarkably pointlessly) lives. We've not seen a puzzle game for ages, and this is a good one of them.
★★★★

ZEEWOLF
Binary Asylum £30



AP44 90% (A1200) 74% (A500) JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic flying effects, glorious explosions, lots of differing missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500 (so knock off a star for that), but completely splendid on a 1200 machine.
★★★★★

The

Did you know that the first ever reader advertisement was discovered frozen solid in a Norwegian glacier in 1932 by Jeremy Spot-Markham the explorer? And that some early reader ads were up to three times the size of some of our buses today?

SOFTWARE

- *Cannon Fodder 2* £17, *Putty* £7, *Graham Taylor's* £7. All boxed with instructions and in very good condition.
Rohan Patel (0181) 360 0231
- *Pinkie, Ruff 'n' Tumble, Beast 3, Monkey Island 2, Simon the Sorcerer* £15. *Hook, Putty, Addams Family* £7.
Thomas Scantlebury (0904) 658941
- Over £1000 worth of Amiga games. 44 top titles including *Dune 2, Sensible Soccer, Flashback, FIFA* etc £135.
Constantinople Evans (01239) 79331
- *Parasol Stars, Lotus 2, Switchblade 2, Rainbow Islands, Chuck Rock, Chaos Engine, Cannon Fodder, Video Kid* £5. *Puzznic* £3, *Pro Powerboat Simulator* £2. All boxed originals with instructions.
Rajah Roy, 10 Henslowe Road, East Dulwich, London, SE22 0AP
- *Team 17 Collection Volume 1* £18, *Kick Off 3 A1200* £15, *Street Fighter* £15, *Sensible Soccer* 92/93 £15, All boxed with instructions.
Alan Archer, 21 Vandyck Avenue, Keynsham, Bristol, BS18 1LE
- *Cannon Fodder* £12, *Project X, Alien Breed '92, Mortal Kombat* £5. All originals with manuals.
Rob Metcalf (01302) 538665
- *Monkey Island 2, Innocent Until Caught, Nippon Safes Inc, F1* £12. *Loom, Monkey Island, Space Quest, Future Wars, Cadaver* & *The Payoff* £7.50. *Hook* £6, *Morton Strikes Back (AGA)* £5. Phone for more.
Richard Burke (01623) 792058 after 6pm
- *Liberation* for CD32, as new, £16. A1200 games: *On The Ball (League), Premier Manager 3, Liberation* £15.
Julian Boreham (01742) 454586 after 7pm
- *FIFA Soccer*, boxed with instructions, mint condition £18. *Pugsy* (brand new) £20. **Paul Livesay (01706) 826104 after 4.30pm**
- *On The Ball: World Cup Edition, Award Winners, Settlers, Frontier* £15. *Stardust, Sensi 1 & 1.1* £10. *Putty, Zool, Batman* £5. All boxed originals.
Barry Connally (01365) 21385
- *Super Stardust A1200* £15, *F1* £10, *Micro Machines* £10, *Simon the Sorcerer* £15. Or £40 the lot.
Nigel Allcock (0121) 323 3650

HARDWARE

- A600 Wild, Weird & Wicked pack boxed as new, 2Mb with clock, 400dpi mouse, loads of software and printer £320 ono
Michael Chinery (01255) 220084
- Amiga 500 and 1200 for sale. Both in excellent condition with many very good games. £120 and £300 respectively.
Marcus Burrell (0181) 390 1056
- A1200 with CD-ROM and many games, plus CD32 joypad and joystick all for £500.
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Gavin Sweeney (01934) 513311
- A4000/30 + 4Mb RAM, hard drive, monitor + speakers, external drive, Vidi 12 digitiser & software in very good condition £1200.
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Nick Emm (01295) 780724
- A600, external drive, joystick, mouse,games including *PGA Tour Golf*, 20" colour remote TV £280 ono. Or £180 without TV.
Jason Sannachan, Flat 3, 10 Homfield Road, Wimbledon Village, London, SW19 4QE
- CD32 + SX-1, 20+ CDs, software, mags, joysticks, joypads, mouse, stereo speakers, spart PSU – £450 ono. Also Philips CM8833 M2 monitor, includes leads for Atari & Amiga, boxed with manuals and Amiga games £135 ono.
Constantinople Evans (01239) 79331
- CD32 Spectacular Voyage pack, 2 joypads, *Arcade Pool, Microcosm, Chaos Engine* etc, all boxed, 6 months guarantee, £100 ono. Also A1200 with extra disk drive, new mouse, 2 joysticks, Wordworth 3A, Mini Office, DPaint 4, boxed games including *SWOS, Sensi 1.1, Goal!, Tower Assault, Frontier* and *The Settlers* £300 ono.
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- CD32 with 24 games, also magazines and cover CDs. Perfect working condition £250
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- A1200, 157Mb hard drive, monitor and many top games (over 30), £650 ono. **Eric Vermeulen (0171) 235 2682**
- A600 with 50 games, joystick, mouse, 2 disk boxes and some magazines £150 ono. Also, Atari Lynx with 3 games £35 ono. **Robert Eaves (01233) 867584**
- A1200 with games, Workbench 3, Philips colour monitor, Citizen 200 colour printer, mouse & joypad. Hardly used, £370.
Charles Trevorrow (01993) 850510
- For Sale: Pal SNES with 10 games, 2 control pads, Action Replay, mint condition £300 ono. Games include *Mario Kart, Probotector* & *Pilot Wings.*
Giles Dumper (0181) 546 6364
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Martin Hanley (0181) 428 3950
- Amiga CD32 Spectacular Voyage pack, never used, games still sealed in cellophane, 12 month warranty, genuine reason for sale. Bargain at £175.
Gadge Hindmarsh (01642) 491262
- A1200, 250Mb hard drive, 1940 monitor, dual drive, joysticks, £1000+ worth of software £350 ono. Also XCAD 3000 £50 ono.
Jason Parr (01942) 516491
- Amiga 500+ (1Mb) with 2Mb upgrade, selection of games, 2 new joysticks and mouse, full working order. £220 ono
Shane Mansbride (01206) 337341
- A1200, second disk drive, 200Mb hard drive, 20+ boxed original games (including *SWOS* & *Guardian*), worth over £700, highest offer takes the lot. Back issue of AMIGA POWER and Amiga Format.
Adam Whitter (0181) 540 7675
- CD32, 6 months old, complete with controller, games and all cables, boxed as new £150.
Neil Armstrong (01582) 863277
- A1200, 270Mb hard drive, several boxed games + Wordworth & DPaint 4, £400. **Adrian Beadell (01932) 220941**
- A600 1Mb, 3 joysticks, mouse, 20 good games (*Theme Park, F1GP, Monkey Island 2*), £150. Buyer collects.
James Clarke (0181) 776 1472

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- *Sim City Deluxe* and/or *Sim City Architecture* disk No. 1 and/or *Football Manager 3.* Will pay £15 each. Must be in good condition and original.
Colin Attle (0191) 373 4825
- Memory upgrades 4Mb for Amiga and 1084S monitor. Name your price.

Garden That Time Forgot

Robert Currington, 26 Downs Road, Luton, LU4 1QP

● *Dungeon Master* & *Chaos Strikes Back*. Willing to pay £30 depending on condition. Also *Rocket Ranger* wanted, up to £10.
Darren Garnham (0181) 678 6322

● *The Bard's Tale 1,2* or *Trilogy*. Must have instructions.
Robin Sproat (01203) 466448

● Wanted *AFT 2, Sly Spy, Star Wars, Godfather, Fire Force, Alcatraz, Rookies, Judge Dredd, Wings, Guy Spy, GLOC* & *Red Baron*. Will buy or swap.
Michael Carter,
1 Merefold, Charnock Richard,
Nr Chorley, Lancashire, PR7 5EX

● Viper 1, 33Mhz, 4Mb accelerator board for A1200, FPU not required, but packaging preferred.
Dave Jeakins, 56 Arbery Road, Bow, London, E3 5DD

● Wanted *Super Hang On* and *New Zealand Story* for the A600. Will pay more than £5 each or swap for another game. **Anna Jeal (01773) 530776**

● *The Official Guide to Railroad Tycoon*.
David Eltringham,
30 Ainderby Grove, Hartburn,
Stockton, Cleveland, TS18 5PJ

SWAPS

● My *Sensible Soccer* (AGA), *Premier Manager 3* (AGA) & *Heimdall 2* (AGA) for your *Innocent Until Caught, Theme Park* (AGA) or *On The Ball: World Cup Edition*. **Allan Brown (0171) 793 1185**

● My *Money Matters, KGB, Star Trek 25th* for *Hired Guns, Banshee* or *TFX*. All originals and boxed for A1200. Or sell for £50. **Bill Taylor (01268) 552826**

● Swap my *Hired Guns, Space Quest 3, Monkey Island, North and South* or *UN Squadron* for *Police Quest 3* or *Leisure Suit Larry 3*.
Tim Cousins (01733) 202218

● Over 80 Amiga titles. Willing to swap for 'Jack Straws' toy game from Waddingtons circa 1970-80.
Mike Abernethy (0181) 364 0379

● *Double Dragon 2* and *Alien Breed: Special Edition* for your *Stunt Car Racer* and *Speedball 2*.
Richard Wright
(0191) 410 5963 after 6pm

● Will swap *Monkey Island* and *Indy: Fate of Atlantis* (with save disk) for *Darkseed* and *Heimdall*.
Richard Fish
(0181) 300 8435 after 5.30pm

● My A500+ with extras and over 100 games for your A1200 with extras or your CD32 with game. Will pay some cash as well.
Daniel Conlon (01442) 250336

PEN-PALS

● I am 13, own a CD32 and an A1200. I am looking for a pen pal of any age, male or female.
Simon Hunt,
Bolberry, Bromley Green Road,
Ruckinge, Ashford, Kent, TN26 2EF

● A600 owner – interested in comm PD, games, utilities – not a football fan, would like contacts for possible swaps & hints. **Michael Foster,**
300 Williamthorpe Road, North Wingfield, Chesterfield, S42 5NS

● 16-year-old male looking for mentally insane female to talk about crap and how sad our lives are. Must be mad.
Andrew Stanley, 79 Richmond Hill, Luton, Beds, LU2 7JQ

● I am 17 and looking for pen pals of the same age. I like computers and football and have an A500 and a CD32.
Jeffrey Vernon, 5 Deans Close, Bishopthorpe, YO2 1QZ

● I am 22, and own an A1200. Looking for overseas pen pal to swap games and utilities. 100% reply.
Massimo Volterrani, Via F. Turati, 8 Castelfiorentino, Firenze, Italy, 50051

● 21-year-old Amiga B2000 & IBM owner, looking for pen pals 16-40 from around the world. Interests include games & metal music. I'm married with one child. Your photo gets mine.
Shona Land, 45 Lawrence Place, Gisborne 3801, New Zealand

● I'm 23 and into computers, cult TV, music, games, films etc. and would like pen pals to swop ideas, views, news etc. with **Brad Joy, 11 Grangeway, Smallfield, Surrey, RH6 9LZ**

● Amiga dance & rave, male or female pen pals wanted (19+) worldwide to exchange mixes/trax and start a club.
Doctor Dark, 16 Montgomery Avenue, Beith, Ayrshire, Scotland, KA15 1EL

● 16-year-old boy seeks female pen pal age 14-18. I like cooking, computers and reading AMIGA POWER.
Neil Etheridge,
43 Edmund Bacon Court, Aylsham Road, Norwich, NR3 2BL

● Anyone like writing songs in Amiga Octamed? Send me your tunes/ideas and sounds and I'll send you mine.
Paul Lewis, 10 Collie Avenue, Salford 6, Manchester, M6 6EQ

● 13-year-old boy looking for female pen pals over 13 to swap games and other stuff.
Matt Coleman,
14 The Lawns, Sompting, Lancing, West Sussex, BN15 0DT

● I'm a 15-year-old girl looking for male or female pen pals aged 14+. I'll write to most people with a nice personality. Photo much appreciated.
Anna Jeal, 29 Watson Avenue, Heanor, Derbyshire, DE75 7AR

● Hi, I'm a 15-year-old female looking for a male pen pal 15+. I like science fiction, and computers. Reply guaranteed.
Heidi Wagner, 7 Hepple Close, Isleworth, Middlesex

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June 1995

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RICHIE PASTIT

IS JAKE RED

SPECIAL SQUAD

The Movie

With
Danny Aiello
as Tony

DELLA
FAMOUSDAUGHTER

IS AGENT TOPHEAVY

Much has been written recently about films of the game – that spectacularly ill-advised Hollywood practice of 'optioning' computer games, waiting a few years until the game is completely out of date and then releasing a startlingly entertainment-free picture 'starring' people who don't need to act because they look like the characters they're playing.

Many questions have been asked about what appears, alarmingly, to be a burgeoning sub-genre of the action movie, among them, "Why do it?", "Where's the sense in hiring a different set of useless actors to 'star' in Mortal Kombat from the people who were digitised into the game in the first place?", "No, really – why do it?", and "How come all these films-of-games utterly fail to convey what a computer game is like?" The mighty beings of AMIGA POWER are, alas, qualified only to answer the last of those questions, and can't even consider the one about wringing yet another back page feature out of the game/film angle without consulting our legal representatives.

The trouble with previous film-of-the-game scripts is that their authors have been unable to shake their screenwriting training. Hampered by their blinkered view of films as stories, characters and set-pieces, their scripts are barren of the atmosphere of computer games. Fortunately, once again AMIGA POWER is here to show them how to do their jobs.

(Scene: A hi-tech office. There is a world map on one wall, with hundreds of LEDs marking major cities. Filing cabinets suggest the organisation has completed plenty of missions. Doors are marked 'Armoury', 'The Colonel', and 'Exit'. Computers and electronic screens. A potted plant on one desk. Piercingly loud techno music fills the theatre, obliterating the sounds of the office. Enter Jake Red, hero. Red brings up a menu on a screen and switches to sound effects. Enter Saunders.)

SAUNDERS: Red.

RED: LB Saunders, former Green Beret whose best friend Leonard was brutally tortured and killed by the agents of General Dread, seconded to Special Squad in a tactical capacity over the head of a lieutenant you attacked after he called you a coward for vowing never to fight again after Leonard's death.

SAUNDERS: The Colonel would see you.

(Red tries all three doors and kicking the filing cabinet before stroking the pot plant.)

(Cut to Colonel's office. Colonel is seated behind desk, leaning forwards slightly, his fingers interwoven.)

COLONEL: Red, General Dread is trying to take over the world. You must stop him.

RED: I'll need a squad of six agents.

COLONEL: We can only support a two-man squad. Perhaps in the sequel. Examine these records.

(Montage sequence of agents' records, showing name, age, background, experience, speciality and blood group.)

RED: I'll take Agent Topheavy, the weapons expert, but she must wear a different coloured costume.

COLONEL: Right.

CAPTION: Please wait – reel change.

(Pause. Cut to Red and Agent Topheavy by a cashpoint machine.)

RED: I can't afford equipment on this £200 limit.

AGENT TOPHEAVY: Let me. *(She places her hand on the keypad and presses forwards, forwards, away, down and proceed. The machine gives up an enormous sum of money.* ***CAPTION:*** *CHEAT BY HERBACEOUS CRAWFORD, WREXHAM.)*

RED: General Dread's men.

(Soldiers run up, one arm held out in front of them, holding a gun. Red and Agent Topheavy pick them off. The soldiers freeze in mid-run, flicker and disappear. One turns and runs away, jumping into a car.)

RED: After him.

(They get into their own car and chase the villain along a completely straight road. The chase is viewed through the windscreen, from the back seat. Every time Red moves the steering wheel, the car responds a second later.)

AGENT TOPHEAVY: Let's go, Mr Driver. Hold on, man. Just once more.

RED: We're running out of petrol.

(As they pass a fuel drum at the side of the road, Agent Topheavy shoots it. Petrol replenished, they speed on, smashing repeatedly into the back of the villain. But suddenly the villain crosses the finish line and inexplicably zooms off into the distance at 9,000 miles per hour.)

RED: We've lost him.

(The Colonel appears on a screen in the dashboard.)

COLONEL: We have discovered that General Dread's hideout is in a big warehouse on a mountain.

RED: Let's go.

CAPTION: Please wait – reel change.

(Pause. Cut to warehouse. Screen has shrunk to size of a postage stamp. Bloody assault is viewed from Agent Topheavy's point of view, with the various weapons she employs poking up from below-centre. Eventually Topheavy reaches an overly large, blocky switch. But pulling it brings down a blast door behind them. Room begins to fill with water.)

RED: A trap. It's all over. I guess I'd better come clean – I love you, Topheavy.

AGENT TOPHEAVY: You big galoot. *(She headbutts a bookshelf. A secret door opens, and they escape.* ***CAPTION:*** *CHEAT BY DAVE GREEN, LONDON.)*

(Cut to General Dread's war room.)

GENERAL DREAD: So – at last we meet, agents. But you are too late. I have only to press this control and my robot minion will speed away to launch my plague missiles at the world's capitals. Ha ha ha. *(He stabs at a pair of buttons like a two-fingered typist. A screen shows his robot minion racing towards the plague missiles. Red lunges for another control board and works the buttons noticeably less frantically. Another robot appears on screen. The robots edge in front of each other indecisively.)*

GENERAL DREAD: My wrists.

AGENT TOPHEAVY: He's peaked too early.

(Red's strategy pays off. With a final burst his robot breasts the tape and destroys the plague missiles.)

GENERAL DREAD: Curses. I shall return. Ha ha ha.

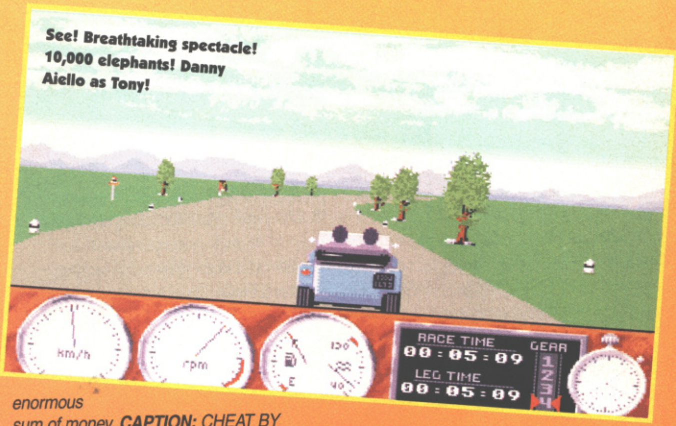
AGENT TOPHEAVY: Quickly. This base, which extends beneath the entire mountain, is going to explode.

(She and Red escape in General Dread's private mole ship. Cut to surrounding hills.)

AGENT TOPHEAVY: It can only be seconds before the nuclear reactors detonate with the force of a thousand suns, thankfully contained by the impregnable walls of dreadonium – a material of the General's own invention.

RED: Oh, Agent Topheavy. *(They embrace.)*

(Cut to poorly-drawn explosion with credits printed over it. Audience leaves briskly as film cycles back to first scene for no readily apparent reason.)



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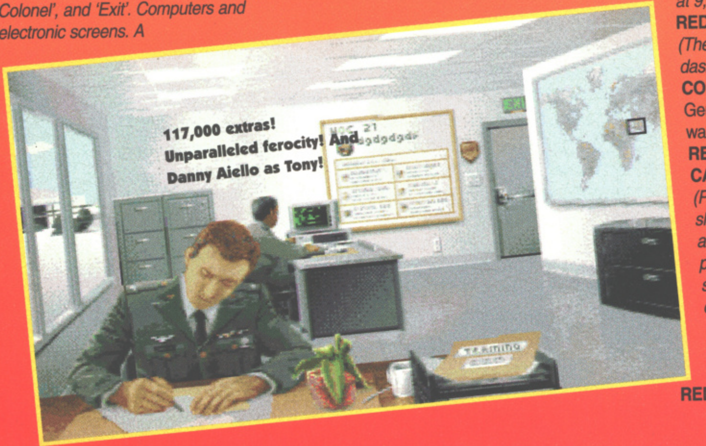

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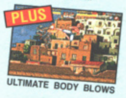
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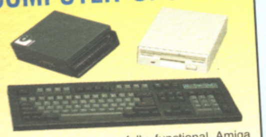

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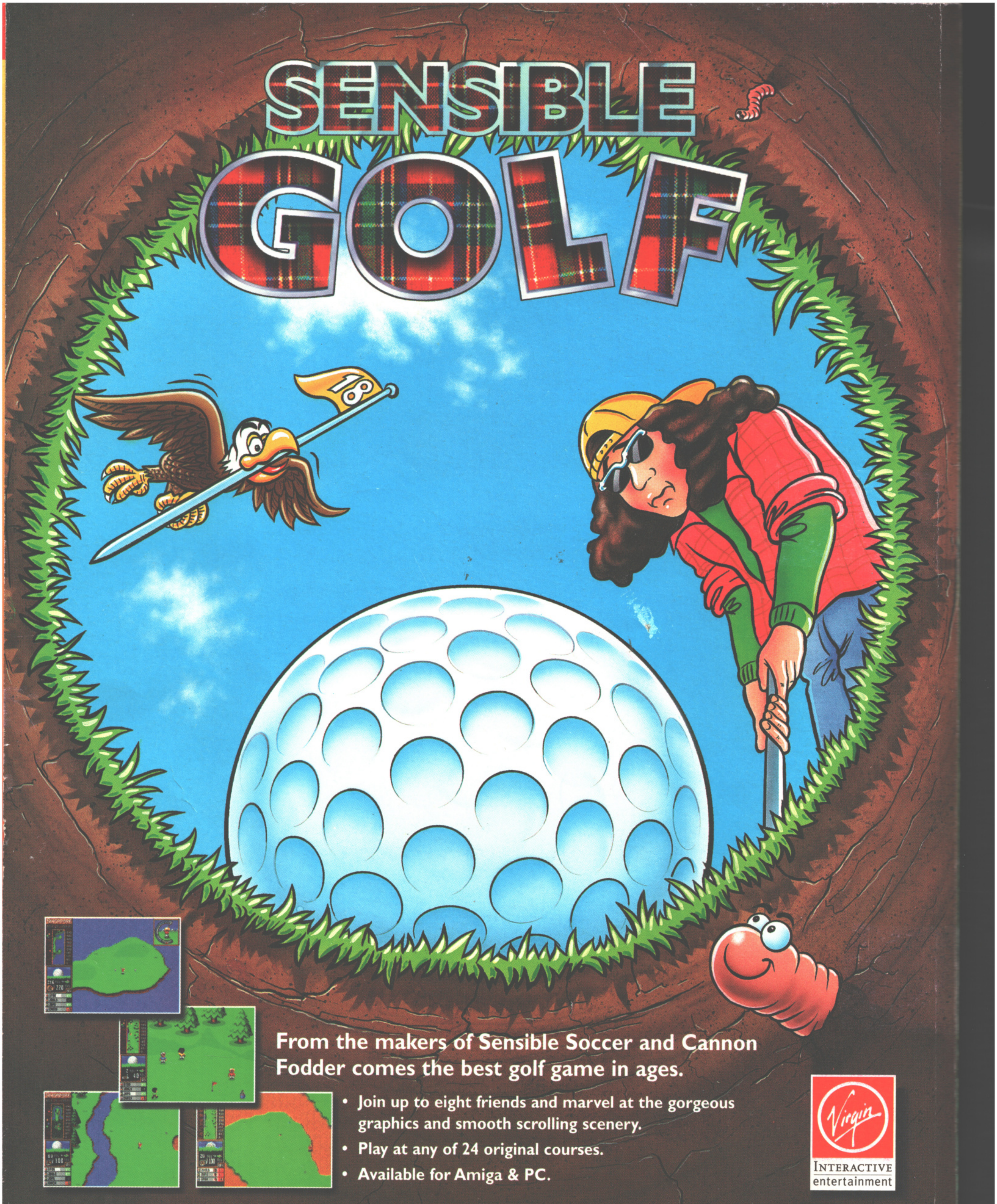

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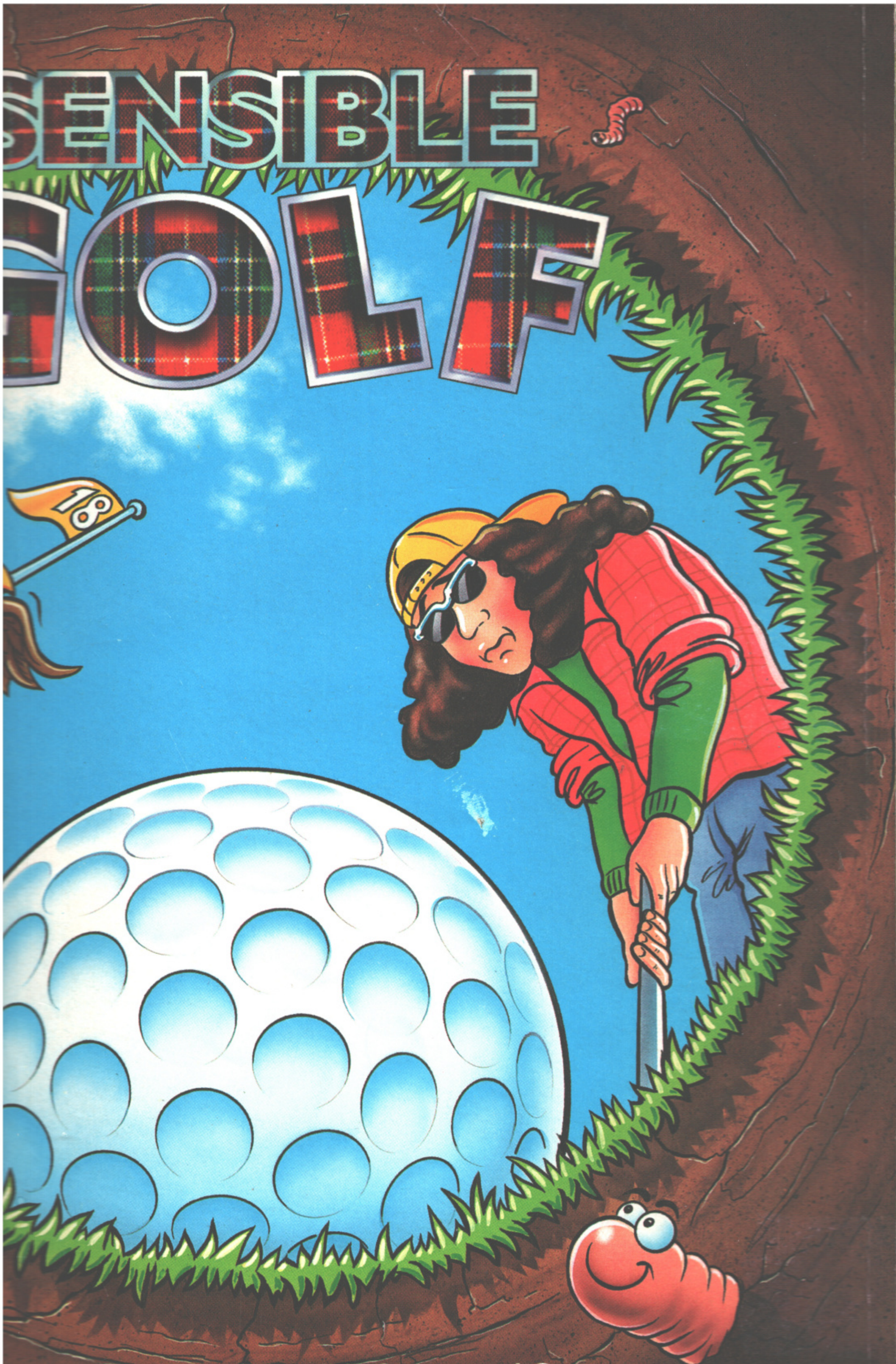

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